COMPUTER Gaming World

November 1987
Number 41
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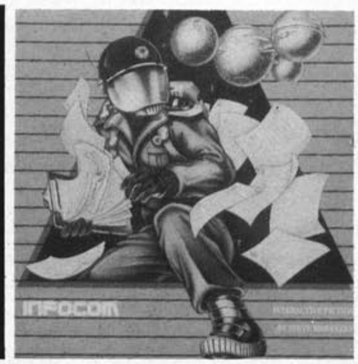

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COMPUTER Gaming World

November 1987
Number 41

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Psalm 9:1-2

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« Circle Reader Service #1

TAKING A PEEK

Activision, Inc.
2350 Bayshore Parkway
Mountain View, CA 94043

MANIAC MANSION: Hop into the mystery mobile, but leave the silly dog and "Scraggy" at home in this sophisticated teen-age mystery from Lucasfilm. This is primarily a menu-driven animated adventure which uses short, animated sequences called "Cut-scenes" to advance the action. The party can be divided and directed independently in order to explore the strange mansion more efficiently. Apple, C-64 ($34.95). Circle Reader Service #60.

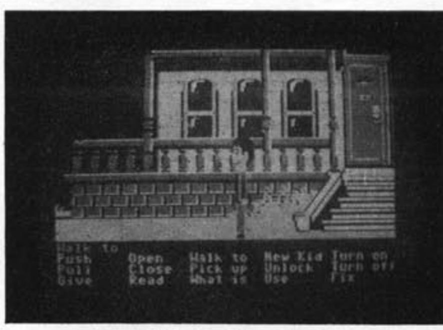
PAPER MODELS: THE CHRISTMAS KIT: Here is an enjoyable productivity tool that comes with bells on (literally). The program assists users in developing gift boxes, gift holders, tree ornaments, a "Dickens Village" (Humbug!), and a "Holiday Train." The program is a re-release of the 1986 holiday special and allows joystick or keyboard input. Apple II, C-64, IBM ($19.95). Circle Reader Service #61

TOP FUEL ELIMINATOR: This action/strategy program allows players to experience the thrills and strategy of drag racing without risk to life and limb (or ears!). The racing season involves nine events on different tracks under different conditions. Set the timing, mix the fuel, adjust the clutch, change the tire pressure, adjust the "wing," and set the supercharger before you try the action sequences. Apple, C-64 ($29.95). Circle Reader Service #62.

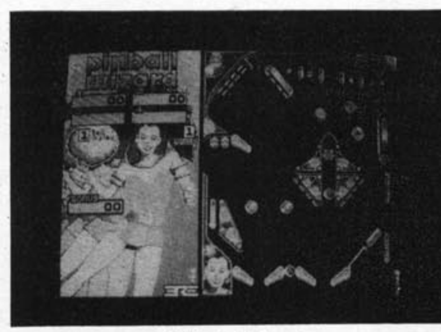
Accolade, Inc.
20813 Stevens Creek Blvd.
Cupertino, CA 95014

MINI-PUTT: One to four people can compete on the zany miniature golf course provided in this new product from Accolade. The game plays smoothly as an arcade version of miniature golf, but part of the fun is figuring out the theme each hole is built upon. For example, one hole may represent a famous movie, while the next may be built upon a

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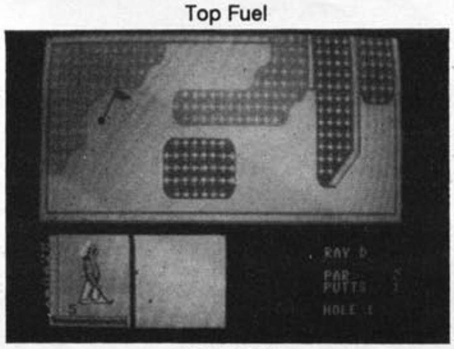
Pinball Wizard



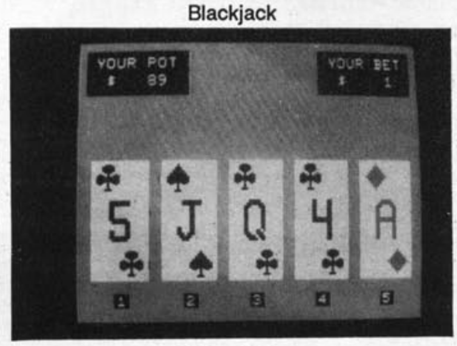
Top Fuel



Blackjack



Mini-Putt



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previous Accolade game or a foreign country. C-64 ($29.95). Circle Reader Service #63.

PINBALL WIZARD: Put on the "Overture from Tommy," get out your dusty Elton John albums, and cover your eyes with some cool shades. Now, you can be a "Pinball Wizard" at home. Not only is this an excellent computer pinball game with responsive flippers, bumpers, and tilt feature, but it has a built-in construction set and option for multi-player games. Atari ST, IBM ($34.95). Circle Reader Service #64.

pplications Plus, Inc.
15720 Harmony Way
Apple Valley, MN 55124

BEATING THE HOUSE AT BLACKJACK: Either an entertaining tutorial or an educational simulation, this product teaches the player how to use the "Plus-Minus" system in analyzing every possible "Blackjack" hand. If you have ever wondered how those "card-counting" systems work, here is a painless way to learn without risking real money. Apple, IBM, Macintosh ($34.95). Circle Reader Service #65.

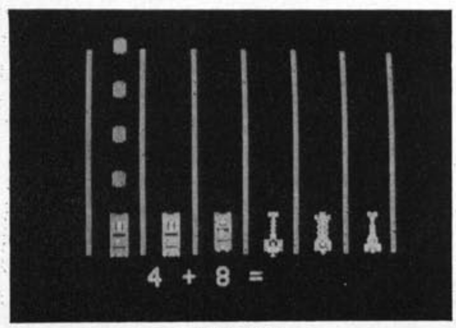
VEGAS VIDEO POKER: This stimulating tutorial not only explains the odds related to various strategies at video poker, but allows players to test the theories in the cauldron of simulated experience. Sorry, readers. There is no money-back guarantee for money lost in Las Vegas or Atlantic City, however. Apple, IBM, Macintosh ($34.95). Circle Reader Service #66.

Barnum Software
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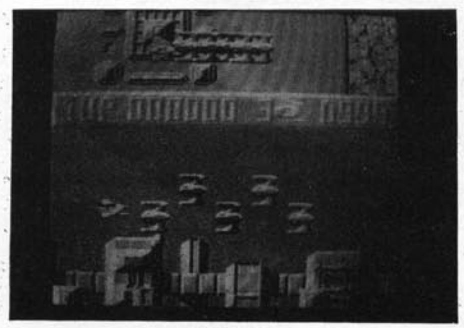
THE QUARTER MILE: This educational game looks like an arcade game, but is actually a competitive racing game based on mathematics problems from single digit addition through exponentiation. Players cause their dragsters to accelerate by answering the problems correctly. As skills improve, the competition becomes tougher. There is even a high scores listing to encourage players toward excellence. Apple ($45.00). Circle Reader Service #67.

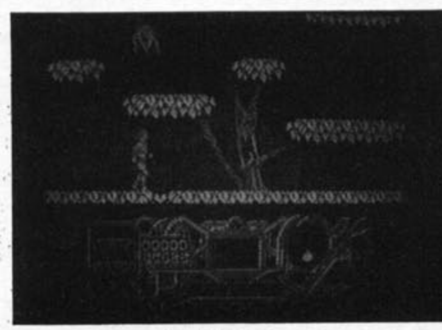
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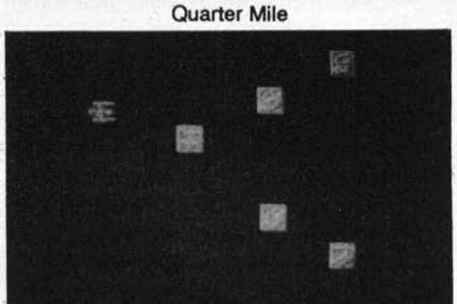
DELTA PATROL: As the title indicates, players are responsible for



Quarter Mile

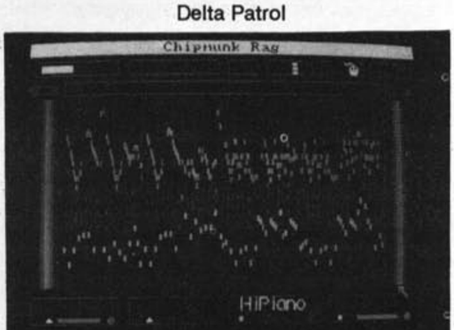

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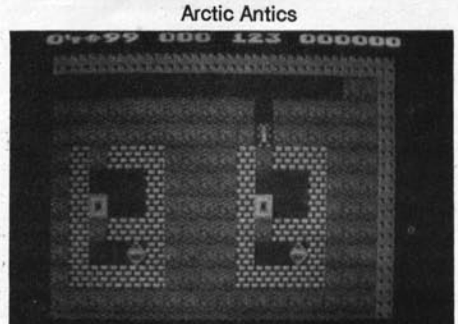

Delta Patrol


Arctic Antics


Knight Orc



Hot & Cool Jazz


Boulder Dash



Drug Alert

patrolling the Delta Sector in this British arcade import. Delta Sector is not your local fraternity row, however. It is a junkyard of lost ships where all the unsavory types in the universe hang out. Your assignment is to terminate all the illicit forces hiding in the sector. C-64 ($19.95). Circle Reader Service #68.

HOT AND COOL JAZZ: Used with "Instant Music," this new library disk can turn your living room into New Orlean's famous Bourbon Street. Used with "Deluxe Video," you can have the hottest business presentation in the office or add a soundtrack to your animated movies. Amiga, Apple IIGS ($29.95). Circle Reader Service #69.

SANXION: You don't have to climb the Eiger in order to defend the world in this game. Players must defeat alien drones in ten different sectors and complete the training course which follows the action in each sector in order to reach the rank of Sanxion Class 1 (sort of a double 0 "license to kill?") and move on to another adventure (The Dark Side). C-64 ($19.95). Circle Reader Service #70.

Epyx
600 Galveston Dr.
P.O. Box 8020
Redwood City, CA 94063

ARCTIC ANTICS: Otherwise known as "Spy vs. Spy III," Epyx is launching its mid-range "Maxx Out Series" with two games licensed from First Star Software. This game, with its familiar characters from the pages of "Mad" magazine, offers split-screen arcade action enough to heat up a "new cold war." Players must find a launch card plus a uranium cube and escape in a rocket in order to win this chilling challenge. Apple, Atari 8 bit, Atari ST, C-64, IBM ($24.95). Circle Reader Service #71.

BOULDER DASH CONSTRUCTION KIT: If you are one of those that will never forget Indiana Jones' race against the boulder in "Raiders of the Lost Ark," you can visualize the idea behind this arcade adventure. Now, players can design their own slaloms of spelunking suicide with this software tool kit. Everything from amoebas to slime and butterflies to titanium walls is included. Apple, Atari 8 bit, Atari ST, C-64, IBM ($24.95). Circle Reader Service #72.

RAD WARRIOR: Travel through the mutated forest and explore three distinct subterranean cities with their toxic terrors in this British import for the "Maxx Out Series." Players must find their own weapons and, most importantly, the flying anti-radiation suit which will enable heroes to reach the nuclear power source which must be destroyed. Apple, Atari 8 bit, Atari ST, C-64, IBM ($24.95). Circle Reader Service #73.

Firebird
71 North Franklin Turnpike
Waldwick, NJ 07463

KNIGHT ORC: Three progressively more difficult scenarios comprise this new illustrated adventure. If you are tired of killing orcs (or reading all that bad publicity in Tolkien's anti-orc propaganda), you'll want to play this adventure where a lowly, despised orc becomes a heroic knight errant. Stunning graphics (almost impressionistic landscapes, at times) and more interaction and puzzle-solving than "hack 'n slash" make this an intriguing story. Apple, Amiga, Atari ST, IBM, Macintosh ($44.95), C-64 ($39.95). Circle Reader Service #74.

Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062

DRUG ALERT!: This product is an educational package designed to be used in the classroom. It begins with an interactive fiction adventure based on drug abuse, but includes various utilities to assist in discussion and testing for a school unit on drug abuse. Apple ($39.95). Circle Reader Service #75.

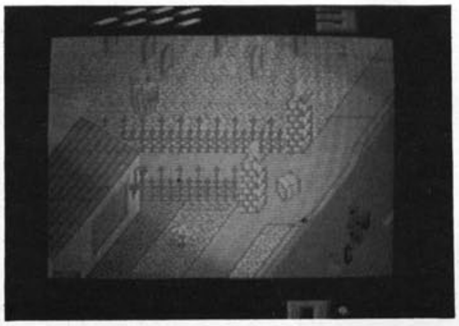
GAUNTLET: Thor, Questor, Merlin and Thyra come to life in this adaptation (the first of many) of the popular Atari arcade hit. Players explore various dungeon levels trying to destroy ghosts, grunts, demons, lobbers (cowardly assassins who throw rocks over the dungeon walls and onto the heroes), sorcerers, and the Dark Prince himself, Death. If the party collects enough magical items and uses them successfully, they can succeed. Atari 8 bit, Atari ST, C-64 ($34.95). Circle Reader Service #76.

PAPERBOY: This is the arcade game used to sabotage the "good guys" in "Police Academy 3." This time, the players can be sabotaged

Continued on page 56



Gauntlet


Paperboy



Spy's Adventure

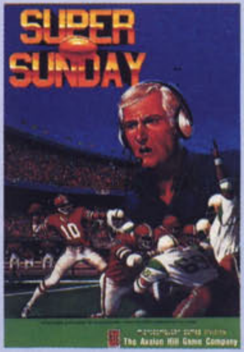
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Super Sunday Game Disk: $35.00

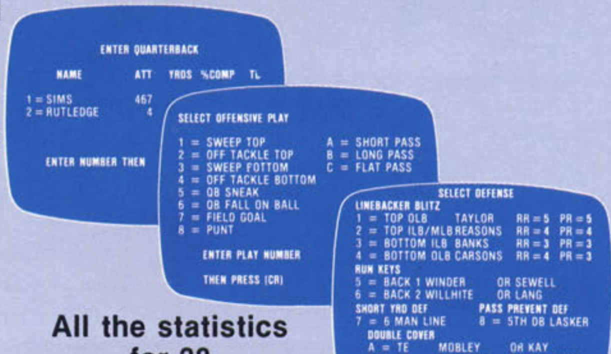
C= Apple IBM* **CGB req'd**

1984, '85, '86 Seasons: $20.00

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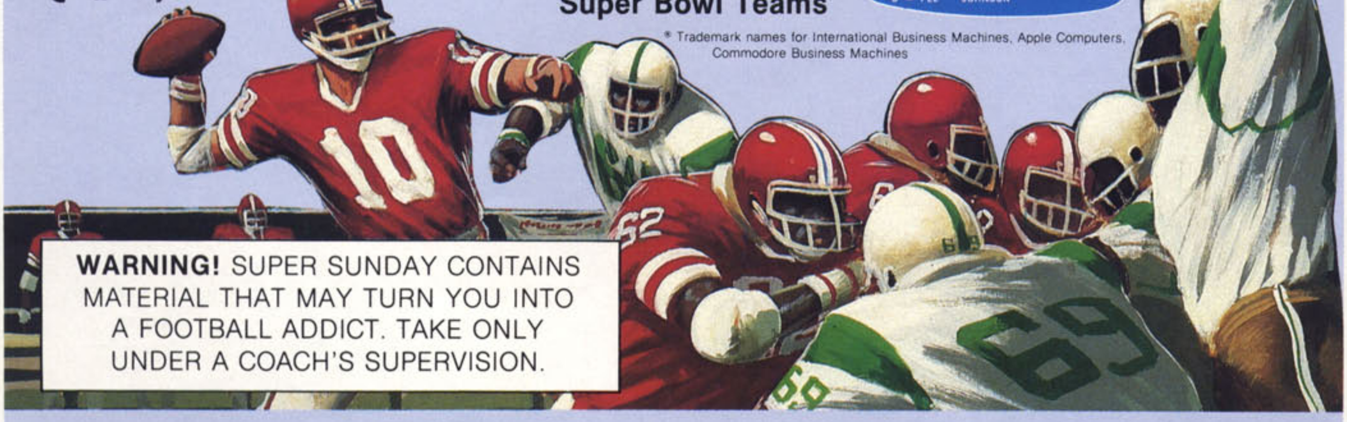
GM Disk: $30.00.

C= Apple **only**



All the statistics for 38 Super Bowl Teams

* Trademark names for International Business Machines, Apple Computers, Commodore Business Machines



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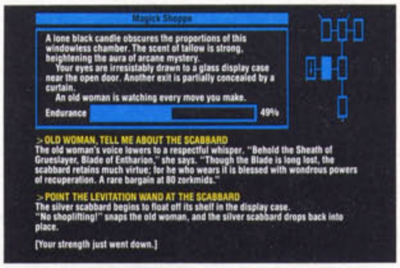
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Screen shown is for the Commodore 128 version.



Beyond Zork *is available at your local dealer for the Apple II series, Macintosh, Commodore 128, Amiga, IBM PC and 100% compatibles, and Atari ST. To order direct, call 1-800-262-6868. Coming soon: Apple IIGS.*

Zork *is a registered trademark of Infocom, Inc.*

Scorpia is developing a tremendous following as a result of her ability to offer hints on adventure games without giving anything vital away. Scorpia recently served as one of the beta-testers for Wizardry IV. This has enabled us to present this intimate look at a timely new product.

Wizardry IV - The Return of Werdna

by Scorpia



It was the *Amulet of Power*. Though it was sought by many, it could only be held by one, Werdna, evil master-mage. Deep in the recesses of a treacherous dungeon, he labored unceasingly to unlock its secrets. Then one day . . . WHAM! The door flew open! In burst a team of do-gooder adventurers! Mage-mashers sliced into his body. Tiltowaits seared his flesh. Overwhelmed by the fierce attack, Werdna succumbed, gasping out a final malediction as consciousness fades away: "Curse you, Trebor! May your soul never find peace!" Now, all the mage knows is darkness. Defeated but not dead, Werdna's helpless form is buried in the bowels of the earth, sealed into the bottom of a new dungeon, there to remain for all time. Quiet years have passed. Trebor has gone the way of all mortals. Yet, down below, in a solitary tomb . . . an awakening takes place. Werdna lives again and he has not forgotten. Through all the long, dark years, he has not forgotten. Werdna wants his amulet back and he is coming up to get it.

A Wait is Lifted

At last, from the myth of vaporware to the reality of diskware comes *Wizardry IV - The Return of Werdna*. After so long a wait, the one question in everyone's mind is: "Has the wait been worth it?"

The answer is a resounding "Yes!". Be prepared, though, because *Wizardry IV* is not quite like the previous games. In *Proving Grounds*, in *Knight Of Diamonds*, in *Legacy of Llygamyn*, you took a team of adventurers into the dungeons. You fought endless hordes of monsters, gained experience, and eventually found whatever it was you were supposed to find, after which you came back to the cheers of the crowd and received awards for valor. These games were essentially hack-and-slash epics.

Wizardry IV, at first glance, may seem to be from the same mold, even though you are taking the part of the "bad guy." Werdna starts at the bottom of the traditional 10-level *Wizardry* dungeon, and makes his way upward, intent on retrieving his Amulet. Along the way, he will contend with traps, pitfalls, puzzles, and teams of do-gooder adventurers, all neatly designed to stop him in his tracks, one way or another.

There is more, however, much more than meets the eye here. This game was designed expressly for the expert Wizardry player. Its tricks and traps are more of a psychological nature than anything else. The more you think you know,the more likely you are to fall into one or more of the devious little snares that have been intentionally placed in the game to trip you up. While there will be plenty of combat, this is a game for the thinking player and you will need to do a lot of thinking.

For all that, Wizardry IV is eminently fair and is perhaps, one of the most finely-balanced games I've ever played. Every puzzle, every encounter, every clue (and yes, there are many in the game) has been worked out with careful exactitude. While luck plays a small part, it is your knowledge of Wizardry, your ability to learn new ways of thinking, and your attention to detail that will get you through.

In essence, the game is a challenge to the expert: "you think you're good, here's where you prove it" and the proof of the player is in the ending. We'll come to that a little later, though.

A Bier Less Filling

It all starts in a tiny two-by-two room where Werdna, lying upon his cold stone bier, has just awakened from years of a nightmarish suspended animation. He is weak. He is alone. He is ten levels under the earth with a long way to go in front of him, a very long way.

A lesser person might be daunted by all that, but not Werdna. As someone once said, "The longest part of any journey is the first step", and it is only a step to an object that is one of the keys to the game: the pentagram.

Obviously, Werdna, being an outcast, is not going to have adventurers for companions. Who, then, can he call on to help him? Why, monsters, of course! Through the medium of the pentagrams scattered throughout the dungeon, Werdna can summon an impressive variety of nasty critters to fight for him.

Each level has its own set of monsters, 12 different ones in all, making a total of 120 to choose from by the time you get up to level 10. On any level, you can summon creatures from that one or below.

Each summoning will gate in three different types of monsters (sorry, you cannot have two or more of the same kind). You choose the ones you want, although you have no control over how many of each will answer the call. Indeed, some monsters come only one at a time and you'll never be able to have more than one of them (demon lords, for instance). However, it will be *quite* a while before you will be able to get one of those!

The pentagrams also have two other functions: renewing Werdna's hit points and raising his magical ability. Each time Werdna reaches the pentagram on a new level, he gains another level of spells and his hit points increase by ten,until he reaches the maximum of seventh-level spells and 100 hit points. Think of it as another incentive for upward mobility.

So, having stepped on his first pentagram (an event that cannot really be described in words, you have to experience it for yourself), Werdna is off on his travels through one of the most treacherous dungeons ever devised. By no means is it linear, however. There is a lot of running back and forth between levels here. Solving a puzzle on one level may require an item or items from a level several floors up (or down, or both). In fact, the last three levels together form the interconnected area known as the Cosmic Cube, where one mis-step could cause you to wander around for a very long time, indeed.

A Trebor in Your Mist

While you're doing all this running around, of course, you will also be running into people who don't like you (you know, do-gooder adventurers, the sort that stole the Amulet from you in the first place. They are all ready, willing, and able to beat on you and send you back to your tomb). Now, defeating these adventurers does not, of course, bring you any experience points, since your "level gains" come from the pentagrams. However, these adventurers often carry around all sorts of nifty little items, as well as gold. Some of those items are crucial to success in the game, others are just good to have, for their magical or defensive qualities. Gold is crucial,too.

You may well wonder why gold is crucial. Obviously, Werdna isn't going to be doing much shopping in the nether regions. But there *is* the Wandering Oracle of Mron. He pops up at random times, and if you can catch him, for a mere (!) 10,000 gold pieces, he'll give you a vague, ambiguous hint about something or other. What that "something or other" is, you have to determine for yourself, as the hints are in no particular order and a clue you get on level three may apply to something on level ten. It pays to keep track of these hints.

Also, while Werdna is fighting adventurers, running frantically after the Oracle, sweating over puzzles, and overcoming obstacles, he needs to keep an eye (or rather, an ear) out for one other thing, perhaps the one thing he fears most. It is a ghostly whisper, floating out of the darkness: "W-e-r-d-n-a . . . ." Trebor may be dead, but he isn't quite gone. Remember that curse? Well, it certainly did its job. Now Trebor's restless spirit roams the dungeon corridors, ever eager to get its hot little ectoplasmic hands on Werdna. Should that happen, poor Werdna gets sent back to his starting point on level one. Nasty, very nasty.

In spite of it all, Werdna perseveres. Through crowds of adventurers,past the ghost of Trebor, around sly obstacles, inch by inch, level by level, he claws his way up . . . up . . . and out! Then, when he gets out, the second half of the game begins.

The End Justifies Extremes

You didn't think it was over, just because you got out of the dungeon, did you? Ho! Ho! Ho! The best part is just starting! Now you're into the heart of the game, for here you stand (figuratively speaking) at a junction of pathways,each leading to a different ending.

Oh yes, there is more than one ending to Wizardry IV. How many I won't say. That is your job to discover. I will tell you this, though. There is one ending that can be called the best. Roe Adams, the devious designer, estimates that only about 5% of the players will ever reach it. Those who do will be well-entitled to call themselves **Wizardry Grand Masters**, a very select group.

Since Wizardry IV is somewhat of a long-playing game, you have the ability to save in the dungeon. This has its good points and its bad points. The good points, of course, are the ability to save in the first place and provision of a means of easily retracing your steps if you happened to miss something earlier, which is likely.

The bad points have to do with the adventurers along the way. Each level has only a finite number of these troublemakers and once they're all (ahem) taken care of, there are no more to fight on that level, except in two cases. If you leave that level and return, the adventurers "come back to life" again. They also come back to life when you save the game, because saving the game also ends play, which is the same as leaving the level.

Therefore, you are continually faced with the decision of when and where to save position. If you've just picked up a choice item after a hard battle with a powerful team, should you save or not? Saving guarantees you the item, but will bring back that same team, plus any others you may have already defeated. It is not always an easy decision to make.

This is one of the features of the game that I had trouble accepting. If you have made your way halfway through a level and have to stop and save for whatever reason, the same adventurers you've already killed before are back to plague you again when you restore (and some of them can be pretty nasty).

Now, there is a reason for that. As noted earlier, many of the adventurers carry important items, some critical to solving the game. Suppose you have no room for an item at the time, inadvertently drop it, or have it stolen from you? (After all, there are thieves out there, and they will steal from you if

(Continued on page 62)

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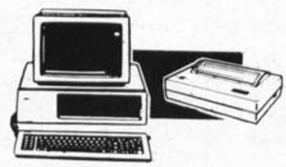
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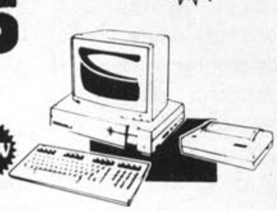
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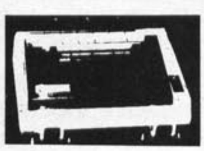
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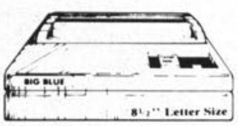
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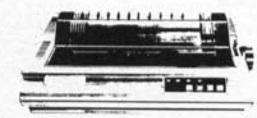
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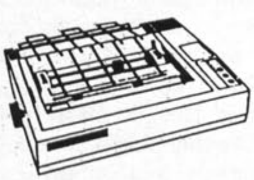
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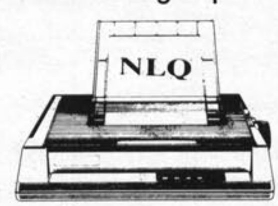
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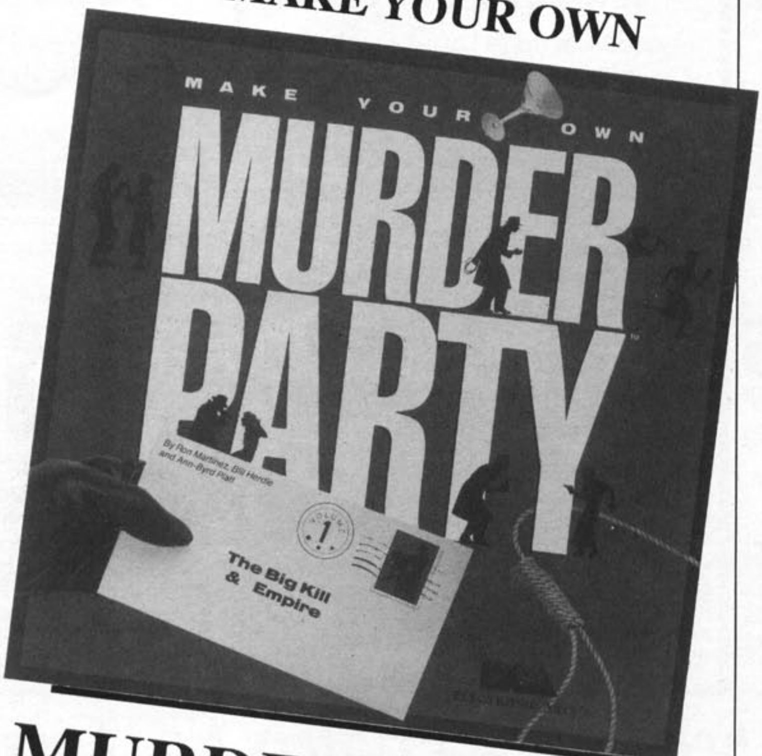








MAKE YOUR OWN MURDER PARTY



by James Trunzo

TITLE:	Make Your Own Murder Party
SYSTEMS:	Apple II/IBM/Commodore 64/128 (Requires 64K)
DESIGNER:	Ron Martinez, Bill Herdle and Ann-Byrd Platt
PUBLISHER:	Electronic Arts San Mateo, CA

One of the hottest fads among adults, now that everyone is suffering from trivia burnout, is hosting a murder party. If you are aren't up on what's "in," a murder/mystery party is an elaborate game that is best described as part role-playing and part detective game. A group of six to eight people assume roles (i.e. the debutante, the playboy, the professor, the starlet) and, with the aid of clues and deductive reasoning, arrive at a solution to a startling murder. Normally, the host - who can also be one of the players and is also "in the dark" as to which one of *hisguests is the murderer - builds the "production" around a dinner party, making for an enjoyable and unique evening of entertainment. Previously, a murder/mystery party kit could only be obtained through a book, department or toy store. A kit of this nature would contain all the elements needed to play the "game": invitations, scripts, clue sheets, hints on how to conduct a party of this type, and sometimes, cassette tapes with information vital to the plot. Now, thanks to the *Make Your Own Murder Party* (MYOMP) program from **Electronic Arts**, a murder party kit can be generated through the use of your home computer. Once the creation of the materials is completed, however, a computer is not needed to play the game.

MYOMP contains two fully developed murder mysteries, each of which can be randomized to produce eight different outcomes. By answering a series of questions and responding to a series of prompts, the user can produce a complete set of materials for each guest. These materials include clue booklets, guest profiles, host materials, invitations and their envelopes. Additionally, MYOMP prints floor plans of the surroundings where the murder took place. All of the printed material is quite legible and gives a professional appearance to your work.

Is the program simple to use? Absolutely. With some of the best documentation seen on the software front, MYOMP gives new meaning to the cliche "user-friendly." If you can read the screen, you can use this product.

The program is loaded with little extras, too. For example, before you "cast" your little production, you might like to know more about the characters whom your guests will be portraying. By highlighting one of the characters to be used in the game, you get an "up close and personal" look at the type of person he or she is. This better enables you to select a friend with a personality most like (or unlike, as the case may be) the character being recreated.

The manual, as previously mentioned, is another highlight of this package. Not only does it clearly and concisely explain how to use MYOMP, it also gives a thorough explanation of how to host such a party, going so far as suggesting dinner menus that might be used.

So what's the catch? Well, there is a small one. Because of the volume of materials that need printed, you can look forward to a lengthy session at the printer (not that you have to oversee it, unless you are using special single sheet paper). A typical party generation with a printer that does 150 to 180 cps would take between 1 hour and 15 minutes to 1 hour and 30 minutes. However, MYOMP is worth the wait. Electronic Arts has produced yet another product worthy of your attention. Considering that a typical boxed or packaged game of this type runs anywhere from fifteen to twenty-five dollars and can only be used once, MYOMP is a bargain at a suggested retail of $32.95 for the C64/128 and $39.95 for the Apple and IBM versions.

Circle Reader Service #3 »

Titans of the Computer Gaming World



MICRO PROSE

by M. Evan Brooks

(Continuing a Series begun by Charles Ardai)

Nestled in the northern suburbs of Baltimore, Maryland and adjacent to the McCormick spice plants, **Microprose** simulation software is producing some of the hottest spices extant in the computer market. The gleanings herein are the result of interviews held with company staff personnel. I would like to thank the following individuals for their time and assistance: Bill Stealey (President), Sid Meier (Senior Vice-President), and Mike Harrison (Public Relations).

One for the Money!

The beginnings of Microprose has been enumerated in countless other articles. Beginning as a local Atari User Group, the company was the brainchild of Sid Meier (creative design) and Bill Stealey (marketing). From its humble beginnings, Microprose has developed into a company with $10 million sales in 1986; sales for 1987 are expected to increase by 50%. Even more impressive is the fact that Microprose has been profitable since its second month of existence.

Bill Stealey defines the company philosophy as follows:

(1) Are we having fun yet?

(2) Are we making any money while we're having all this fun?

Sid Meier does the conception, while Bill Stealey does the selling. Although Bill likes to be involved in product development and notes that the deck gun in *Silent Service* was his contribution, Bill's salesmanship skills could well increase per capita refrigerator sales in the Aleutians. For example, one of Microprose's earliest designs, *Floyd of the Jungle*, utilized all four Atari joystick ports. Bill claimed that it was too sophisticated for the market at the time and that *he* could sell it, while no one else could. Regardless, for colorful quotes, Bill is the celebrity at Microprose. In line with Bill's background as a fighter pilot and the company's involvement with flight simulators, Microprose recently acquired a T-28 trainer aircraft as the corporate plane.

Both Bill and Sid note that when the fun stops, it will be time for a change. Nevertheless, Microprose aims to produce the "best, and not the most" new products. It seeks high quality and feels that sales will continue to grow, based on prior experience by consumers, word of mouth and reviews/advertising. All development is done in-house for two reasons: outside designers are not felt to be as innovative and prior experience with an outside designer proved less than optimal (The product, based on *F-15*, fell through and the designer approached another company with a "similar"-type product, resulting in another product).

Despite Microprose's size, growth has been accomplished at an intentionally conservative rate. Bill Stealey attributes this to his fighter pilot background. Wait a minute - fighter pilots as conservatives? Bill's reply is that "Of course fighter pilots are conservative. We wait until we accumulate sufficient data and *then* we wax the bad guys." Thus, Microprose has no long-term debt financing, and is a closely-held profit-sharing corporation. Refusing to release any product before its time, Bill notes that somewhere in the company "vaults" are seven suspended game designs in various stages of completion, but no hints of subject matter were forthcoming.

Target Verification

Sid Meier states (with tongue firmly in cheek) that the target audience is composed of 18-40 year old "semi-mature to mature males," bringing to mind the adage that he who dies with the most toys wins. In order to reach the desired audience, Microprose targets approximately 90% of its advertising budget (which constitutes 10% of the company's budget) to computer magazines. Fred Schmidt (Marketing Director) notes that other usages are inefficient in terms of reaching users. Recent articles in *Time* and *Business Week* have spotlighted Microprose, but the cost to reach purchasers in those magazines is simply cost ineffective at present. Aeronautical and military magazines were considered for advertising, but it is difficult to determine the number of computer user subscribers.

Microprose is currently designing games according to the following machine priorities:

(1) C-64 and IBM (it is anticipated that IBM-type machines will constitute the #1 priority within the next 2 years)

(2) Apple

(3) The Rest (ST/Amiga/II-GS, and to a much lesser extent, the 8-bit Atari).

As Macintosh gains further business acceptance, entertainment software will move in via the back door. Therefore, Microprose is keeping close tabs on this market.

Many Atari publications have noted the imminent publication of Gunship for the 8-bit line. These rumors/reports are *false*. Atari sales (both direct and through distribution channels) are simply too limited to justify conversion.

Return Fire

Microprose takes feedback seriously. Response cards are carefully read and considered. The company prides itself on user loyalty, and has taken pains to remedy past omissions. However, do *not* call and ask for access codes. Users are welcome, but pirates are not.

Every Thursday night, the staff gathers to review comments and reviews. This feedback is utilized in order to make policy decisions. Of course, this editor could not resist asking Sid Meier's opinion on his reviews. He suggested that this editor's reviews were atypical of most consumers in that too much historicity is expected of the product and the products are measured against a utopian standard.

The Wright Stuff

F-15, still a major seller, developed the basic tools which has led to many other products. *Pirates* has appealed to more female gamers than earlier products. They appreciate the puzzle and analytical aspects of games. In fact, Pirates began 2 years ago and was put on hold. Twice as much code as was actually used in the game was developed. Initial plans included different town characters (4-5 per town), more intricate sailing (involving semi-fleet actions) and a religious vs. nobility sub-plot. All of these concepts were eventually dropped because of memory and playability restrictions.

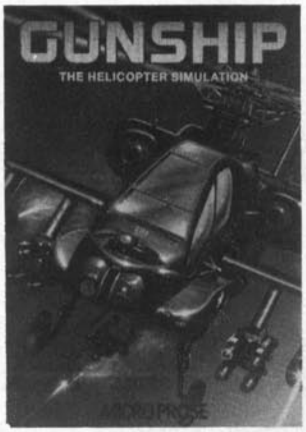
Similarly, *Gunship* was initially conceived as a *Blue Thunder* terrorist/medevac/cops and robbers type simulation. However, urban graphics proved difficult and with the tools developed from F-15, improved graphics offered the opportunity to expand to a military-type simulation.

This editor queried the staff as to Gunship and the Medal of Honor. Since few users have ever achieved this rating, it would appear to be a difficult task. Sid feels that people should not be playing the scoring equations, but rather they should "be out there - blasting Commies!" Designer Arnold Hendrick offers these contrapuntal comments: "Rank is immaterial for the Medal of Honor, but time is critical. Both missions must be accomplished within 20 minutes and a landing for repairs just about ends one's chances since it is a 20-25 minute process." Well, back to the flight line for this editor!

Silent Service went gold (100,000 copies sold) and platinum (250,000 sales) the quickest, although Microprose notes that more conversions were available. As to why there is no save option in the Patrol Scenario, Sid admits this was a flaw. However, at the time, he felt it was too dangerous to continuously write to the game disk. In retrospect, he would have allowed the save option.

Yo! No! Ho! Ho! No Pirate's Life For Me!

One could not expect a computer design company to be apathetic about piracy, although Sid Meier has grown less emotional about the issue. "It's a fact of life and, possibly, piracy allows some people to see some of our products they would have missed otherwise . . . and later, they will, hopefully, become purchasers."



On the other hand, Bill Stealey still appears to be an advocate of capital punishment for computer pirates and he is just as upset over cloning within the software industry. He notes that **Epyx** developed an interesting game ("Summer Games") and then cloned it *ad nauseam* ("Winter Games," "World Games," "Indoor Games," "Outdoor Games," etc.). Even more outrageous, Bill believes that **ActionSoft** has followed up on Microprose titles as follows: F-15 (Jet), Silent Service (Up Periscope), Gunship (Thunder Chopper), Stealth Fighter (Stealth). While *Jet* was published by **subLogic**, Bill claims that any distinction between the two entities is "bull." Sid Meier does not feel that game cloning is a viable market strategy. Eventually, the consumer will seek originality and not copies of earlier efforts. Thus, Microprose is very close-mouthed about future projects; as Sid notes "Just because we're paranoid, doesn't mean that no one is following us."

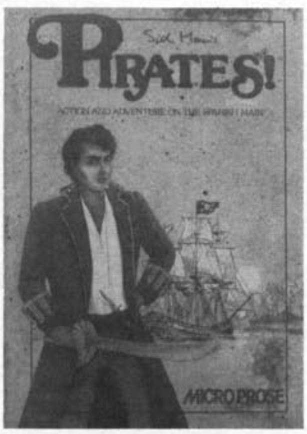
Future Stock

Gunship (IBM) was in final production stages the day this editor visited the company. Release date was scheduled for 15 September. The new releases, *Stealth Fighter*, *Airborne Ranger*, and and *Pirates* (IBM) are scheduled for an October release.

The new products are in keeping with Microprose standards. *Stealth Fighter* appears to be an amalgam of *F-15* and *Gunship*. The graphics keep improving and mission accomplishment requires masking one's electronic emissions as much as possible. This flight simulator will require one to keep a low profile and should prove very interesting. If you thought gunship had a full panoply of weapons systems, wait for stealth fighter. Utilizing an advanced "historic" gunsight to allow crossing ("deflection") shots, this product should

prove very popular. The design staff noted that ground colors pose a problem due to excessive memory requirements, but since most of the action takes place at high altitudes, this should not be a severe fault. With 259 separate missions, it will be a while before the possibilities are exhausted. Again, Microprose has included the "tag" at the conclusion of the mission. One is in the Officer's Club: surrounded by his peers, if successful, and drinking despondently alone, if unsuccessful.

Airborne Ranger is more of an arcade-type simulation a la *Rambo*. As an Airborne Ranger, one must drop into enemy territory, carry out the mission and be extracted within strict time limits. There are 12 separate missions, involving temperate, arctic and desert areas. No jungle or urban combat is offered because tall structures simply consume too much memory. While this editor normally plays detailed military historical simulations, he must admit that *Airborne Ranger* looked very interesting. Bill Stealey observes that people will be surprised at how well one can take an arcade game and add strategic elements. How true this is may be debatable; but the arcade aspects alone should be sufficient to make *Airborne Ranger* a hit.



A space simulation is in early design stages. Already announced in Microprose's catalogue, the title is still "Top Secret." When this editor asked Bill if it was analogous to *Star Fleet Empires" (a board game), Bill grew quite defensive and wanted to know the source of such information. Therefore, it may reasonable to anticipate a strategic space operetta a la Reach for the Stars."*

I See A Red Storm A' Rising

Red Storm Rising, based on Tom Clancey's novel, is Microprose's first licensed product. While Microprose was reticent about discussing the design (other than to state that it had both strategic and tactical aspects), this editor found additional details from Larry Bond. Mr. Bond, a noted board wargame designer, assisted Tom Clancey with Red Storm Rising. Thus, Red Storm Rising will be a modern submarine simulation, covering both nuclear and diesel boats, with an anticipated release date of early 1988.

Finally, Bill Stealey hinted that Microprose is working on a hardware enhancement in order to improve the computer simulation environment. What does this mean? Your guess is as valid as mine!!

Overseas Reconnaissance

Microprose has recently opened a London office (now staffed with 30 personnel), as well as a Paris branch. Overseas sales account for 10% of total revenues. With its distribution channels being handled in-house, joint ventures have been announced with **Origin Software** (*Ultima*), **Springboard** (*Newsroom*), **Berkeley Softworks** (*Geos*) and **Suncom** (joysticks) for overseas marketing.

The largest difficulty in marketing overseas is the nature of the software market. The European pattern has been to market inexpensive arcade-type products with a shelf life of 2-3 weeks. Microprose products have a much longer shelf life. For example, F-15 is posting its largest sales in 1987, four years after its initial release. Products are cheaper (c. 15%) due to ad rates and cost of living, but Microprose has recently adjusted its pricing structure to reflect equivalent prices in this country and abroad.

While Bill Stealey notes the potential of the overseas market, he also remarks on the cyclical sales trends. In the United States, the trend was from arcade to adventure to simulations; Europe has gone from arcade to simulations, while Japan has gone from arcade to adventure. When queried as to the viability of foreign markets, Bill characterized them as follow:

(1) Great Britain: possesses a large user-installed base. Spectrum, C-64 and Amstrad account for 84% of the market. Heavy cassette utilization (e.g. of 100,000 Gunship sales, 80% have been on cassette) is still the primary format.

(2) Germany: mainly C-64, Atari ST and Amstrad

(3) France: mainly Amstrad and Atari ST

(4) Japan: recently, Microprose signed a distribution agreement with Systemsoft. Even though *Lode Runner* sold thousands of copies in Japan, it required 34 conversions! There is simply no common machine and this aspect, coupled with the difficulty of cracking the tight Japanese distribution channels mean that entry into this market is in the initial stages at present.

One Man's Microporno . . .

As has been reported previously (*Computer Game Forum #1*, several Microprose products have been banned from normal sale in Germany (note that German sales only account for 1% of total revenues). Under a law initially passed in 1953, "works liable to corrupt the young" which are deemed to be "immoral, brutalizing, inciting violence, crime, racial hatred or which glorify war" can be severely restricted. Such restrictions include prohibition of advertising and displays and restrictions of sale to areas where minors are denied entry. In effect, this has the chilling effect of restricting sales to adult-type shops which specialize in a totally different entertainment field. Thus, current sales may well be restricted to "Dr. Muller's Shops" along the Kaiserstrasse.

Only 30 computer titles have been banned, among them **Activision**'s *River Raid*. Both F-15 and Silent Ser-

(Continued on Page 54)

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(Computer & Video Games Monthly, U.K., Feb. 1987)

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"**GUNSHIP**... is a very well-executed simulation, not just a game... MicroProse has another winner."
(Compute!'s Gazette, May 1987)

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"I think it's the best flight simulator I've seen for [my computer] and I've seen them all...
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"Thank you for releasing the most AWESOME program **GUNSHIP**... should easily be the #1 program of the year..." (R.T., Chicago, Illinois)

"The **GUNSHIP** team has produced a landmark in 8-bit computers. The manual is the STANDARD."
(S.M., Pennsauken, New Jersey)

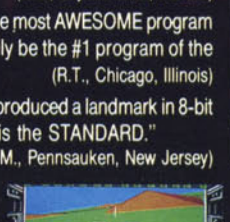
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(IBM screen shown. Actual screens may vary.)



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Christmas Buyers Guide



Welcome to the CGW Christmas Buying Guide. We know that, given a choice, most of you would rather get great software rather than a new sweater during the Christmas season. This article should serve as a software "wish book" in order to help you "hint" more effectively this Christmas season. Place this article under your wife's pillow for maximum subliminal effectiveness or hand her a copy directly when she asks what you want Mrs. Santa to bring you. We thought it would be most helpful to let the companies tell you about their products, first. Then, in most cases, we give you a brief note from our perspective. Finally, we note the formats available and prices. The term, "Many" refers to three or more formats with the identical price. The Reader Service Number is to be used with the Reader Inquiry Service Card at page 8.

Activision:

GEE BEE AIR RALLY: *"Game players who flock to the arcades to test their driving skills on games like Pole Position or Outrun will love Gee Bee Air Rally. The game takes racing to the sky and offers players sixteen different races that become increasingly more difficult." - Loretta Stagnitto, Activision.* Amiga ($39.95), C-64/128 ($29.95). Circle Reader Service #10.

GFL CHAMPIONSHIP FOOTBALL: *"If you know a football fan who has wondered what it would be like to be a pro, Gamestar's GFL Championship Football is the game for you. Unlike any other football simulation, the program provides players with on-the-field and in-the-helmet perspectives and features scrolling screen animation that makes you feel like you are really there." - Loretta Stagnitto, Activision.*

Playing this game really helps to provide the player with a new respect for a running back's difficulty in "finding the hole" and a quarterback's challenge in "reading the defense." Its perspective is unique. Amiga ($44.95), Apple, Atari ST, IBM ($39.95), C-64/128 ($34.95). Circle Reader Service #11.

THE LAST NINJA: *"The Last Ninja is not just a new martial arts game. In fact, it brings a new level of adventure gaming and graphics to the category. The story is compelling, being based on an ancient Japanese legend, and you have never before seen such great graphics on the C-64/128." - Loretta Stagnitto, Activision.*

There is no exaggerating the graphic excellence of this product. C-64/128 ($34.95). Circle Reader Service #12.

Avalon Hill:

COMPUTER DIPLOMACY: *"Even though this game came out a couple of years ago on the IBM, it doesn't look like it. Many boardgame Diplomacy*

players are using it to referee their face-to-face games. The new C-64 version will have different players, that is, skills, and a "Diplomatic Pouch" option to enable players to negotiate in secret. Diplomacy is a classic which translates well into the computer format." - William Peschel, Avalon Hill.

The computer version facilitates the adjudication of a game which is still, at its best, more of a social event than a game. The computer opponents simply stay the appetite of zealous Diplomacy players until they can gather flesh and blood victims around their computer screens. C-64/128, IBM ($50.00). Circle Reader Service #13.

NBA: *"NBA is the basketball game for any true sports fan. There is a lot to like about the game from the twenty great teams included to the ability to save statistics. Also, in solitaire mode, the computer provides a great opponent." - William Peschel, Avalon Hill.*

This new offering is the first computer game to combine graphics ans statistics routines in a basketball game. It would have been nice were the stat-compiler in the game was a full-season compiler; unfortunately it can only handle up to a three game series. Apple, C-64/128 ($39.95). Circle Reader Service #14.

UNDER FIRE: *"The IBM version of Under Fire is totally rewritten from the Apple version in order to take advantage of the machine. The addition of subtle nuances, graphics compatibility and improved speed of play make it superior to its predecessors." - William Peschel, Avalon Hill.*

This is a game system conceived in flexibility and designed to improve with future expansion. Apple, IBM ($59.95). Circle Reader Service #15.



Broderbund:

ANCIENT ART OF WAR AT SEA: *"The sequel to Ancient Art of War is a real-time strategy simulation of sailing vessels battling on the high seas. It is certain to be a success." - Ulla Thomsen, Broderbund.*

AAWS offers a powerful editing system and an enjoyable, playable game to gamers who want to design historical battles based on John Paul Jones or Lord Nelson (as well as fictional battles based on Bolitho, Hornblower, and Ramage). IBM ($49.95). Circle Reader Service #16.

CAULDRON: *"Cauldron is an animated arcade game, with sequel included, where both programs feature magic, witches, and the evil 'Pump King.' According to arcade aficionados, this one is a challenging, long-playing game. It's different!" - Ulla Thomsen, Broderbund.*

Cauldron is an interesting arcade game imported from England to compete in the mid-range of current software prices. C-64/128 ($29.95). Circle Reader Service #17.

CHOPLIFTER/DAVID'S MIDNIGHT MAGIC: *"Value Priced Software includes quality titles that have already demonstrated exceptional critical and consumer acceptance . . . [and] . . .will give consumers exceptional value." - Latricia Turner, Broderbund.*

Both of these games are arcade classics and worthy of further exposure to market at a welcome low price. Apple, C-64/128 ($14.95 ea.). Circle Reader Service #18.

Electronic Arts:

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER: *"The technology used in this product represents a giant leap forward in flight simulation and gives the user a chance to test and fly with real and experimental aircraft at mach speeds." - Bing Gordon, Electronic Arts.*

This flight simulation allows the user to participate in the history of modern flight from biplanes to sleek experimental models. IBM ($39.95). Circle Reader Service #19.

EARL WEAVER BASEBALL: *"[EWB offers] a variety of innovative ways for players to participate in the national pastime, from straightforward hit and run action to using all the insights of Earl Weaver and major league strategy." - Bing Gordon, Electronic Arts.*

We said it in April of 1987 and nothing has changed our minds, "Undoubtedly the most exciting sports simulation in years, Earl Weaver Baseball has it all." Amiga, IBM ($44.95). Circle Reader Service #20.

LEGACY OF THE ANCIENTS: *"Great graphics and sound make [Legacy] one of the richest experiences available to adventurers." - Joe Ybarra, Electronic Arts.*

Legacy of the Ancients is an advancement by the design team which created Questron. This adventure makes more lavish use of color than its predecessor and contains 24 dungeon levels, 12 towns, five actions games, and "combat training centers" where characters can build up their points. C-64/128 ($29.95). Circle Reader Service #21.

Infocom:

BUREAUCRACY: *"Anyone who has had to deal with red tape and boorish*

clerks will identify with this humorous adventure in Bureaucracy from the mind of Douglas Adams, creator of the famed Hitchhiker's Guide to the Galaxy series." - Mike Dornbrook, Infocom.

A linear adventure with some very tough puzzles in the midst of some incredible madness. Many ($39.95). Circle Reader Service #22.

NORD AND BERT COULDN'T MAKE HEAD OR TAIL OR IT: *"You'll challenge your wits and your memory to come up with the cliches, spoonerisms, and other verbal trickeries needed to complete the puzzles." - Mike Dornbrook, Infocom.*

This is a sophisticated game for mature people who like wordplay. See Roy Wagner's review in this issue. Many ($39.95). Circle Reader Service #23.

PLUNDERED HEARTS: *"If you'd rather be a heroine than a hero, this 17th century adventure where the seas were as wild as the untamed heart of a young woman may be just the passport to Caribbean excitement." Mike Dornbrook, Infocom.*

This is Infocom's first adventure designed by a woman for a predominantly female audience. If you can give up the computer long enough, this might be the perfect gift for your "significant other" so that she can understand why interactive fiction is so fascinating. Many ($39.95). Circle Reader Service #24.









Microprose:

"I think we have some new and innovative game designs in Pirates, the adventure simulator, and Airborne Ranger, the action simulator. Something a little interesting for Christmas. Of course, our latest flight simulation, Stealth, continues the Microprose tradition of excellence. In short, we have something for everyone." - Sid Meier, Microprose.

AIRBORNE RANGER: This "action simulation" features man-to-man combat behind enemy lines, as though it were a Commando or Rambo with strategy included. C-64/128 ($34.95). Circle Reader Service #25.

PIRATES: Once one gets past their initial feeling that they've played this game before (there are some similarities in looks to Seven Cities of Gold and Broadsides), Pirates will prove to be a design with fresh approaches and much historical depth. It is an intriguing and addictive game. C-64/128 ($39.95). Circle Reader Service #26.

STEALTH: This is a tremendous opportunity to engage in technological speculation from a perspective of adrenal exhilaration. This is the closest most readers will get to the "Stealth" aircraft in their lifetime. C-64/128 ($39.95). Circle Reader Service #27.

Mindscape:

HOLIDAY STOCKING: *"It's a great value. Three top quality products packaged and ready to go." - Karen Novak, Mindscape.*

Three different gift assortments from the already economical Thunder Mountain line of Mindscape make this a potentially awesome Christmas purchase. C-64/128, IBM ($39.95). Circle Reader Service #28.

INFILTRATOR II: The sequel to the best-selling Infiltrator places the player in the role of Captain Johnny "Jimbo Baby" McGibbits, once again. Infiltrator II offers three completely new ground missions as players fly their Gizmo DHX-1 Attack Helicopters behind enemy lines in search of the Mad Leader's new (and presumably improved) headquarters. C-64/128 ($29.95). Circle Reader Service #29.

SUPERSTAR SOCCER: *"If you know Superstar Ice Hockey, you can rest assured that the "Superstar" series will continually be presented in that light. In Superstar Soccer, we have developed the most in-depth data base ever to attempt the most comprehensive sports simulation ever, enabling you to be coach, general manager, or player." - Ed Ringler, designer.* C-64/128 ($39.95). Circle Reader Service #30.

Strategic Simulations, Inc.:

PHANTASIE III: *"No one who has played the previous two games in this series will want to miss this one, the final confrontation with the wicked Nikademus." - Joel Billings, SSI.*

Six new spells have been added which are used in conjunction with bow combat and there are a few new wrinkles in this conclusion to the CRPG trilogy. Amiga, Apple, Atari ST, C-64/128 ($39.95). Circle Reader Service #31.

PRESIDENT ELECT 1988: *"This*

product is a timely offering which is stimulating both as an entertainment product and learning tool." - Joel Billings, SSI.

This game design enables players to manage presidential campaigns for real candidates in profile or to run for the White House as oneself. *This is the simulation CGW used to predict the exact electoral count of the 1984 election more than two years before it took place!* [Ed.: Those of you that are lucky enough to have a copy of the first issue of CGW (Nov. 1981, Vol. 1 No. 1) can check out the election results on page 23 of that issue.] Apple, C-64/128, IBM ($24.95). Circle Reader Service #32.

SHILOH: *"Using the game system given CGW's 'Strategy Game of the Year Award,' this game and the three which preceded it are a must for the American Civil War aficionado." - Joel Billings, SSI.*

The three different scenarios (each advancing in difficulty) offer what is potentially the best play-balance in this fine series. Shiloh could have gone either way and the same delicate balance exists in this game. Apple, C-64 ($49.95). Circle Reader Service #33.

Accolade:

TEST DRIVE: *"Test Drive is any sports car lover's dream come true. Available for Atari ST, Amiga, IBM PC and Commodore 64/128, Test Drive is the first driving simulation that allows players to experience the thrill of driving such legendary cars as a Ferrari Testarossa, Lamborghini Countach, Lotus Esprit Turbo, Porsche 911 Turbo and a Corvette." - Sharyn Fitzpatrick, Accolade.*

This product offers outstanding graphics and the potential to "hook" every Pole Position fan from Maine to California. Amiga, Atari ST ($44.95), C-64 ($29.95), IBM ($39.95). Circle Reader Service #34.

Cosmi:

CHERNOBYL: *"In Chernobyl, the player's computer simulates the central control room computer of a nuclear power plant. How you respond to each new crisis and in what sequence may determine the safety of millions of people and hundreds of acres of real estate." - Everett Keller, Cosmi.*



Designed by Paul Brown, this game is similar to the earlier DefCon 5 in that it hopes to project a consistent model of reality rather than exist as a simple arcade game. C-64/128 ($24.95). Circle Reader Service #35.

Data East:

KARATE CHAMP: *Karate Champ was a success in the arcades -- holding the #1 spot on the 'RePlay' charts four months in a row -- and is now achieving the same level of success on home computers. Karate Champ with its fast action and challenging arcade-style adventure allows players to defend their karate championship at home." - Kathy Piziali, Data East.* C-64 ($19.95). Circle Reader Service #36.

Epyx:

STREET SPORTS BASKETBALL: *"We believe computer game players will enjoy taking a break from the professional court setting of most games and playing, at least in this case, a little three-on-three in the neighborhood back lot, a scene most of us can really identify with." - Marty O'Donahue, Epyx.*

The graphics are smooth and the action is fast in this series, as in other Epyx efforts. Apple, C-64/128 ($39.95). Circle Reader Service #37.

Final Frontier:

SPACE M+A+X: *"Space M+A+X is unlike any other simulation on the market because it models all the problems and challenges of designing an authentic space station." - Tom Keller, Final Frontier.*

Harvard, Tulane, and Webster Universities are using this impressive simulation in actual course work and the University of Arizona's School of Engineering is using the program for a project in lunar base studies. Apart from with these academic credentials, the game is challenging and fun in and of itself. IBM ($49.95). Circle Reader Service #38.

Firebird:

THE ADVANCED OCP ART STUDIO: *"The most outstanding value*

per dollar has to be OCP Art Studio. Watch out for a future contest in which the grand prize winner will receive an all expense paid vacation to the Louvre." - Tom Benford, Firebird's Public Relations Consultant.

A versatile productivity tool which allows windows to be inverted, enlarged, reduced, squashed, flipped, and rotated, OCP Art Studio is a stunning and useful gift. Atari ST ($44.95), C-64/128 ($39.95). Circle Reader Service #39.

Garde':

HIGH SEAS: *"Players can assume various roles as they search for adventure and plunder. As Privateers, they prey on enemy merchant ships. As Captains, they command one ship of the fleet or stand alone against the enemy. As Admirals, an entire fleet is theirs to command." Ralph Bosson, designer.*

This could be the most advanced fighting sail game, yet. With the intricate details included and the scenario editor built in, this will make Apple owners very happy. Apple ($49.95). Circle Reader Service #40.

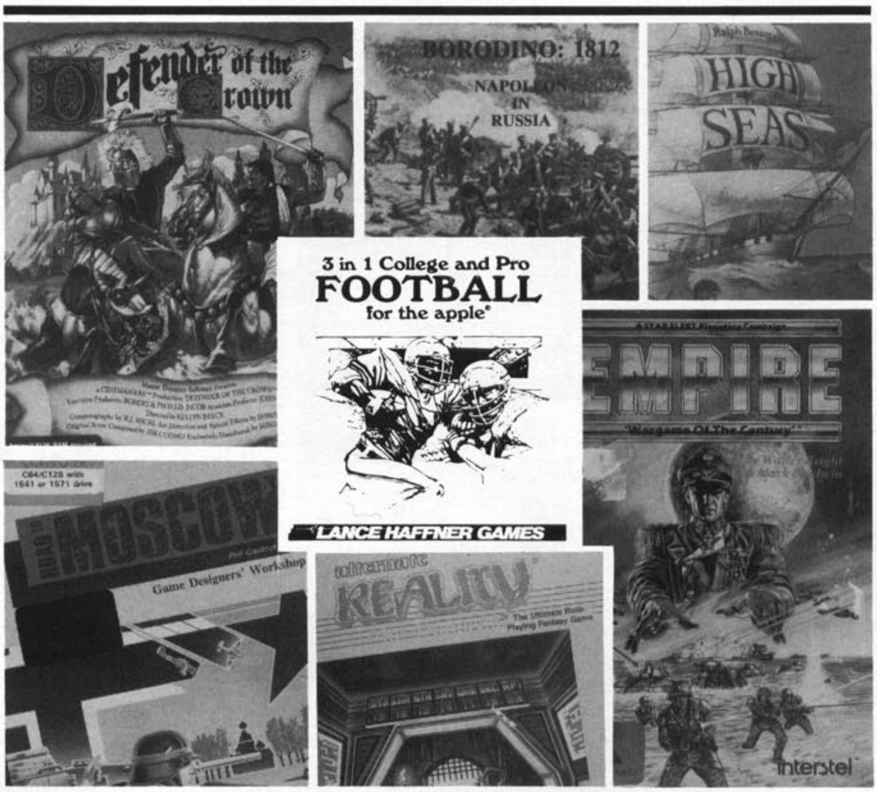
Games Designers Workshop:

ROAD TO MOSCOW: *"It is a great 'comeback' game. People will come back to it. Even I come back to it. It is as close to a traditional board wargame as you can get without being tedious." - Marc Miller, GDW.* C-64/128 ($40.00). Circle Reader Service #41.

Lance Haffner Games:

THREE-IN-ONE FOOTBALL: *"Football fans will find 3-in-1 Football to be the game they've always been looking for, but never able to find." - Lance Haffner, designer.*

This fast-playing statistics-based game has been enhanced to enable players to select their own starting quarterback and to slow the computer down enough to observe computer versus computer games. Many ($39.95).



Circle Reader Service #42.

Intellicreations:

ALTERNATE REALITY: THE DUNGEON: *"The Alternate Reality series begins when you are abducted by a spaceship and taken to this three-dimensional other world known as Alternate Reality. You have the option to stay in Alternate Reality or return to earth and seek vengeance on the ones who brought you to Alternate Reality. The Dungeon offers players the chance to join guilds, learn magic spells, discover the use of sophisticated weaponry and accept quests from mysterious wizards." - Datasoft Intellicreations.*

This sequel to The City is superior to the earlier design in terms of both game design and mechanics. Those who liked The City will love The Dungeon. C-64/128 ($39.95). Circle Reader Service #43.

Interstel:

EMPIRE: *"Don't buy Empire! It is a Krellan plot to reduce productivity." - Erin Green, Interstel.*

Empire is Interstel's game of world conquest which can be played by one to three players and includes a play-by-mail mode. It is a fascinating grand strategic wargame, more sophisticated than Risk, but easier to play than Third Reich. Amiga, Atari ST, IBM ($49.95). Circle Reader Service #44.

Krentek:

BORODINO 1812: *"Borodino allows the player to observe the strengths and weaknesses of various types of Napoleonic units better than any other game I'm aware of, because of its focus on small engagements. There is a tremendous satisfaction in using one's knowledge of authentic Napoleonic tactics to successfully respond to the inevitable, unexpected problems and events that occur in these small engagements." - Steve Krenek, Krentek.*

This wargame is a welcome contribution to a much neglected, at least in computer games, era of warfare. Atari 8 bit and C-64/128 ($59.95). Circle Reader Service #45.

Master Designer Cinemaware:

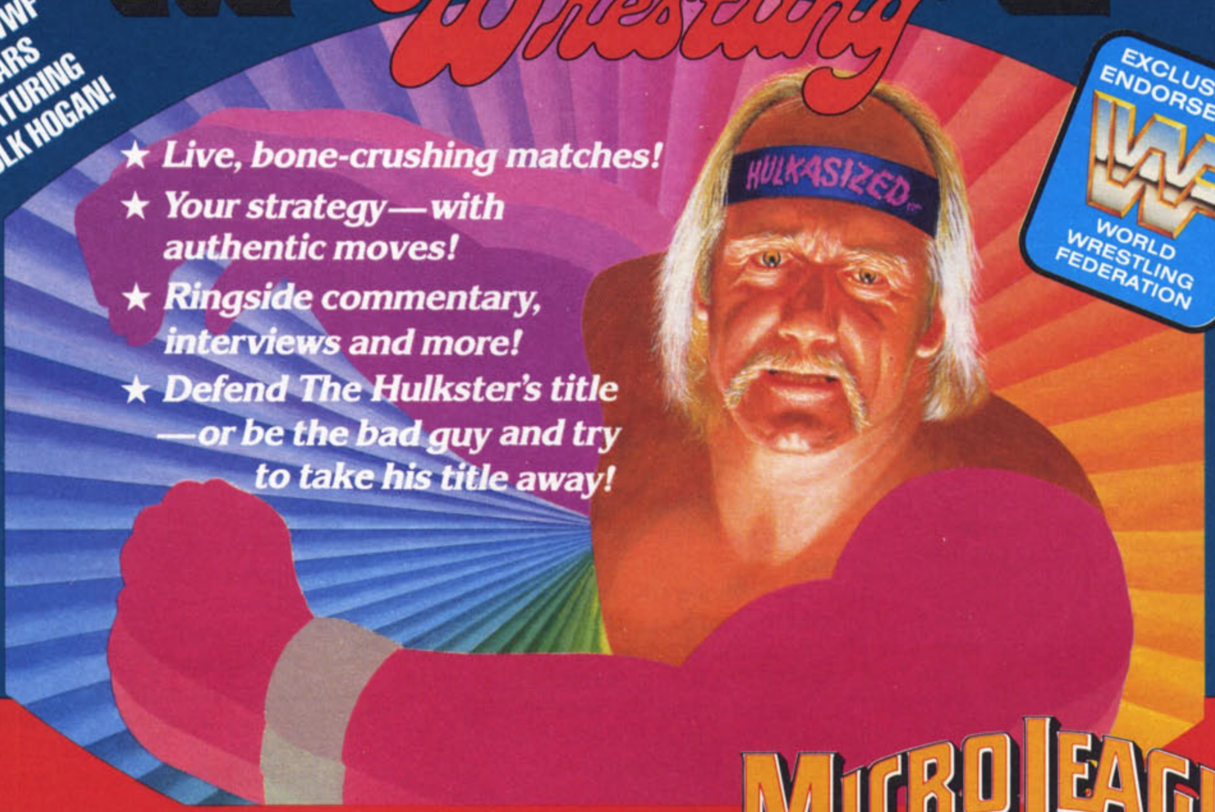
DEFENDER OF THE CROWN: *"It's the number one game in the country, at the moment, because it has adventure, strategy, arcade action, and is just like being in a movie. Turn out the lights; get*

(Continued on page 51)

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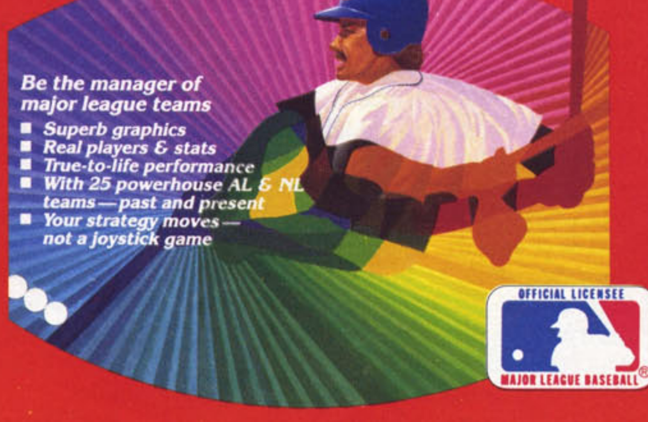
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Scorpion's Tale

Scorpia's regular hint column visits the sequel to Infocom's popular Planetfall.

Ahhh...it's November again, my favorite month! When cold winds rattle the windows, the evenings are long and dark, and winter is just around the corner: the perfect time to be indoors huddled over a warm computer. Speaking of warm, let Fred pour you a hot one tonight, because it's pretty chilly in outer space, too.

Actually, *Stationfall* is not a very difficult game. In fact, I'd venture to say it's easier in many respects than its predecessor, *Planetfall*. Perhaps, this is partially due to all the information that's just sitting there and waiting for you to read it. Rather early into the game, you'll be able to figure out much of what has happened and what is going on, with very little effort. This, in turn, makes solving most of the puzzles fairly easy. Experienced players are likely to breeze through this one in an afternoon or so.

Food is a consideration in the game, although a fairly minor one. You should have enough with you to get through without starving. There is also one food source on the station, in case you run out, but unless you've really been dragging your feet, you probably won't need it.

You'll also need to sleep once or twice during play, so it's necessary to find a safe place to bed down for the "night." Once you've done a tour of the station, however, the right spot is pretty obvious.

So, here you are, a lieutenant first class aboard the *SPS Duffy*. Your heroics in *Planetfall* got you promoted from mopping latrines to shuffling papers. Dealing with forms in octuplet may not be the most exciting job, but it's still better than what you used to do. Kinda.

At the moment, you've been ordered to take a small craft to a nearby space station and pick up some forms. You know it is going to be very routine and very boring. At least you won't be quite alone, since you get to take Floyd with you.

However, the routine suddenly becomes non-routine when you arrive at the station and find it completely deserted of human life. Obviously, something is very wrong here and it's all the more unsettling, since there were no emergency calls or transmissions from the station. Where did everyone go? Perhaps, you'd better take a look around and find out. This is more important than forms.



Using the handy maps that come with the game, you begin your explorations. Certainly, one of the first places you'll want to look at is the Station Commander's quarters, where a fair amount of interesting information is just waiting to be read (it's almost too easy). On the other hand, getting the safe open will not be so easy. The combination is nowhere to be found, but maybe you'll think of another way to open it, later on.

From there, it's just a matter of going up and down as far as possible, and seeing what else is available on the various decks. The two lowest decks are not immediately accessible, but the rest are, and you should certainly check out all of those. A few places will be dark, but there's no need to worry. You'll find a light source, eventually.

Some more interesting material will be discovered in the Science submodule, by which time you should have a good idea of just what occurred before your arrival. It isn't too pretty a picture, either.

As you wander around, you'll run into a mechanical welder every so often. I suggest you stay out of its way whenever it shows up. This is easy to do, and will have very positive effects on your life span.

By now, you've put together a good bit of information (not to mention, picked up several items of interest) and it takes no great leap of deduction to determine you need to get into the illegal village that has sprung up around the outside of the space station.

If you paid attention to descriptions as you approached the station, you probably have a good idea of how to reach it; all you need is the proper form. This is not difficult, particularly if you've read the log tape and have been careful in your searching.

The village is an interesting place, for which you will have to draw your own maps, but that is not hard to do, and there are no mazes to contend with. It's all pretty straightforward.

Once there, you explore such fascinating areas as the Mayor's office, a fortune-teller's little cubbyhole, a barbershop, a grocery store, a used-spaceship dealer's, and even a small casino, among others. Take your time and examine every room carefully. A few things are hidden, and you don't want to overlook them. There's just one unnerving thing about this otherwise neat place. There are no humans here, either.

However, you will find *some* life here: an Arcturan balloon creature in the pet shop and an ostrich (!) in the doctor's office (we won't ask why an MD would have an ostrich for a pet), for instance. Both of them will be helpful in solving puzzles later on. All you need to do is figure out how to take them with you, but there is plenty of helpful reading matter around for that.

An item you'll probably want is a weapon. For one thing, it will make you feel a little more secure, considering the circumstances. It could even be useful in a couple of situations. On the other hand, not even the exalted rank of lieutenant first class is enough to open the armory door. But there are ways around such obstacles; just be careful of junkyards.

Let's not overlook the alien ship, either. Especially examine that message concealed in strange dots on the wall (no, it's not Morse code). It is definitely worth deciphering, even if your taste doesn't ordinarily run to unraveling secret messages.

Hmmm, I see I forgot to mention Plato. Plato is a sort of bookwormish robot who wanders in and out from time to time. He's very erudite, but not especially helpful or informative regarding the space station or what happened there. That is, not at first. However, Plato will eventually be more than happy to tell you everything you need to know. Just give him time.

So, you've read all there is to read (at least I hope so, for your sake), collected a number of promising items (many of them thoughtfully left in strategic places, since you can't carry everything at once) which you have also carefully examined, visited the great outdoors, and just about reached the end game.

As you've probably guessed, this involves reaching the two lower decks, which have been, so far, inaccessible. Now that you're this far along in the game, though, getting down there is not much of a problem. You have the key to success in your hot little hand, and now's the time to use it.

When you reach bottom, you may find yourself pestered by some berserk machinery, but this is only a minor nuisance (especially if you were careful to read all the signs you came across).

However, there is one aspect of the ending that may give some people trouble. Unfortunately, there isn't anything you can do about it. Sad, but true. You have to finish the job, unpleasant though it may be, so you might as well do what has to be done, and think about it later. Not all victories are sweet.

Well, you've saved the universe once again, and you'll probably get another promotion. I wouldn't be surprised if you go from filling out forms to having to read filled-out forms. The Space Patrol is that kind of outfit (at least it sure seems that way....).

I see by the old invisible clock on the wall it's just about that time again. Remember if you need help with an adventure game, you can reach me in the following ways (and *please*, don't ask for maps or complete lists of magic items from Wizardry/Bard's Tale/Whatever; those are things you have to work out on your own!):

On Delphi: Stop by the GameSIG (under the Groups and Clubs menu). On GEnie: Visit the Games Roundtable (type: Scorpia to reach the Games RT). On The Source: Send Smail to ST1030. By US mail (enclose a self-addressed stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, NY NY 10028.

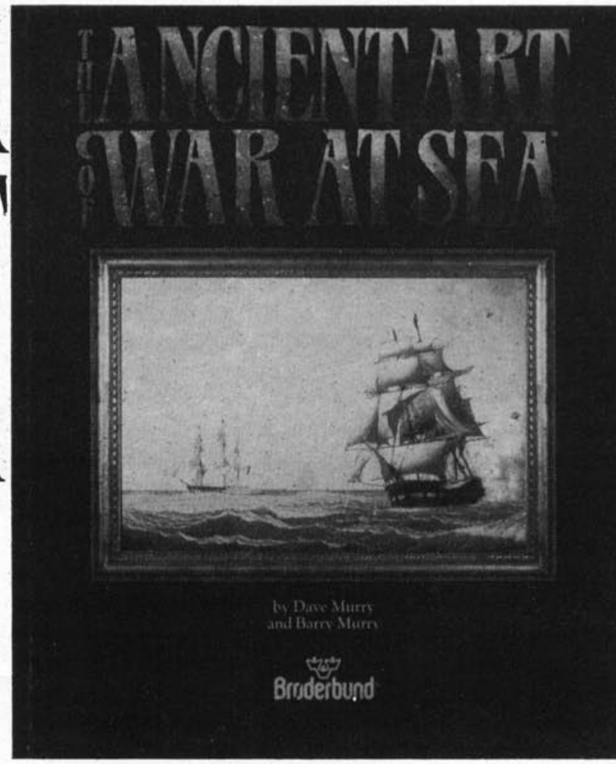
Until next time, happy adventuring!

TITLE:	Ancient Art of War at Sea
SYSTEMS:	IBM PC
# PLAYERS:	Solitaire only.
PRICE:	$44.95
DESIGNERS:	Dave and Barry Murry
PUBLISHER:	Broderbund Software San Rafael, CA

THE ANCIENT ART OF WAR AT SEA

ON THE UPROLL, MR. BOLITHO!

by Regan Carey



Ancient Art of War was good. *Ancient Art of War at Sea* (AAWS) is better. While both of these systems can be criticized with regard to their accuracy as military simulations, they are excellent war games and provide many hours of high grade entertainment.

The action takes place in the age of sail, with frigates, ships-of-the-line, and the mighty 130 gun flagships. Squadrons of up to three ships sail the seas of the game map, following destination orders issued by the player. When opposing squadrons enter the same area, battle can take place. Combat between opposing vessels can be automatically handled by the computer or directly controlled by the player. A campaign is won by destroying the opposing forces, capturing all the opponent's flagships, or capturing a strategically important port (represented by a crown).

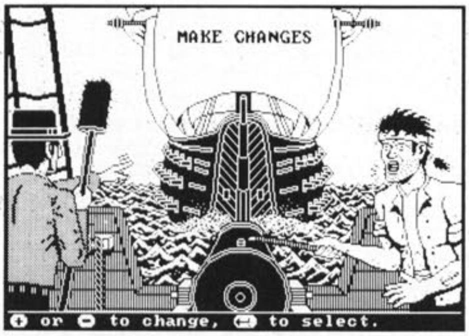
AAWS is designed for campaign games. Each campaign map consists of a twenty by ten grid. Terrain includes open sea, an enormous variety of coastlines, hills to interfere with visibility, shallow water, rough water, supply ports, and repair ports. Ships take damage to sails and hulls. Only a visit to a repair port can effect improvements to a battered vessel. Supplies can be obtained from a supply port, from raiding an opponent's merchant ships, or from rendezvousing with a friendly merchantman.

Certain parameters can be set in the campaign design or altered prior to play. The frequency of wind shifts, the efficiency of supply and repair ports, visibility, and the danger of rough and shallow water are all under player control. As well, "Ye Olde Options Shoppe" allows the player to determine whether the effect of wind is realistic, whether cannon are manually or automatically aimed, and whether a realistic or instant reload time is in effect.

Three levels of viewing the action are available: a strategic map that permits the player to scroll over the entire game area; an operational view which can be chosen whenever a battle between a friendly squadron and an enemy squadron takes place; and a tactical view which, complete with detailed graphics of the vessels involved, allows a player to exercise detailed control over ships in combat. The tactical graphics change as a ship takes progressive damage. A single glance at the screen can tell a player whether a ship is badly damaged or not. Each of these tactical level battles is like a mini version of a scenario from **SSI**'s *Broadside* or **Avalon Hill**'s *Clear for Action*, with a little less detail. Each battle continues until one force retreats off the operational map or is completely sunk or disabled. Also, once a ship is captured, it becomes part of the victor's fleet.

The hand-to-hand combat graphics used during boarding sequences are similar to the fight sequences in *Ancient Art of War*, complete with reasonable animation and sound effects. Instead of knights, barbarians, and archers, there are cutlass wielding sailors and marines who not only aim and fire their muskets, but use their ram rods in reloading. These details are marvelous! Further, the player has "real time" tactical control over the movements between quarterdeck, railing, flag, and poopdeck of their shipboard warriors.

Eleven ready made campaigns are supplied. Six are pure works of fiction, four are based on historical battles, and, in a surprisingly accurate mixture







of history and fiction, there is an eighteenth century version of the hunt for the Bismarck. Each campaign varies in difficulty and play time.

The historical battles are represented by a regional map and approximations of the naval forces involved. This introduces a great deal of flexibility in the strategic disposition of the opposing forces. As a result, even historical scenarios rarely follow history. For example, in the "Battle of Quiberon Bay" campaign, the primary fight may well not take place in Quiberon Bay, but somewhere else in the region.

Like Ancient Art of War, the game is purely solitaire. However, the player is presented with a variety of opponents to choose from. The "easy" enemy commander is an erratic, and fictional Viking (with cannon?) Thor Foote. Blackbeard is there, along with his bloodthirsty pirates that love to board your ships. The formal tactics of Marten Tromp offer classical naval actions and the Duke of Medina Sidonia's Spanish marines provide a whole new set of tactical problems. It is a brave or foolhardy commander who attempts to board one of the Duke's galleons. Next, is America's naval hero, John Paul Jones, and the ultimate seaman, Lord Admiral Nelson. Each opponent has his own strategic and tactical style, as well as varying capabilities of ships and crews.

A powerful scenario generator is included in the system. It is extremely easy to use and almost all factors in a campaign can be edited, even after play. This allows the player to fine tune a design until satisfied or experiment with existing campaigns. The player is walked through the campaign design. Maps are created from a graphic palette of ninety different terrain choices, including some purely ornamental features such as Neptune and the proverbial sea serpent. *[Ed. See the next issue of Computer Game Forum for two custom scenarios by Mr. Carey.]*

The menu approach to map design does introduce some limitations, however. Compass roses are only oriented towards the top of the map, compromising some historical campaign designs. Labels on the map must be selected from those chosen by the game designers. Games located in more unusual parts of the world must either be mislabeled, or go without text altogether. I would like to have seen some provision for player controlled text in the map design.

The manual is lovely piece of work. It is 121 pages long, finished in high quality glossy paper, with copious illustrations. The first section provides instructions on game play and the use of the campaign generator. The second section provides background on ships and enemy commanders and a very useful discussion of the strategy and tactics of naval war under sail. The final section is "A Brief History of the Age of the Fighting Sail," a beautifully illustrated survey of major naval battles from the age of sail and a short discussion of the evolution of the sailing warship (culminating in detailed information on the U.S.S. Constitution). The section ends with a glossary of sailing terms. Appendices provide short descriptions of each of the ready made campaigns, instructions on working with data disks, a list of ship names to help in player designed campaigns, and a glossary of game terms.

My single major complaint is that Broderbund has not seen fit to cater to the growing number of IBM and compatible systems that are equipped with hard disks. In fact, hard disk systems are at a disadvantage, as they are usually limited to a single floppy disk drive. To be fair, however, the game requires few disk swaps, even with a single drive system.

AAWS is a great game system that will give you many hours of action. I thoroughly recommend that you add it to your collection.

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BREACH

"I was moving a squad of four of my best through the *kehst*-beridden jungles of Kiskismok, when suddenly Darrow's detector picks up what looks like a couple of life forms 50 meters out."



"'Nothin' but a couple of those brachiators,' he says to me. Just then Darrow takes it through the chest."

"We all drop into the mud, flipping through our helmet displays trying to find out where the shot came from when I hear this rumbling. More like I *feel* this rumbling. An' then there it is. A battle robot."



"Hsiang shoots the thing in its sensory grid with a bolt, but it doesn't do much good 'cause he's a psionic talent and they don't give 'em half-way decent guns. It starts tracking him with its dual guns and suddenly he takes some hot plasma too. Now it's just me and the kid, Yamaguchi."

"'Guchi,' I said, 'Direct your fire into the lifters so it can't move. These things are pretty lousy about protecting their undersides.' So like he was a vet of 20 drops, he rises to one knee and hits the thing right in the lifters. And then he does it twice more."



"'One battle robot: out of action,' he says. I toss an energy grenade at the hulk just to make sure and then we start the long job of carrying the boys north, where we know the landing boat'll be."

The Serayachi Campaign—Sgt. Robert Sherwood, FWSF *Ret.*

Breach is a single-player tactical-level combat game for one person. It features:

- Smooth animated movement and combat.
- Macintosh™ version includes digitized sound.
- The ability to lead squads of up to 20 marines.
- A campaign of several scenarios included with the game.
- Up to 40 opponents per scenario—ranging from vicious beasts to marines as intelligent and well-equipped as your own. Six different classes of opponents in all: marine, alien, beast, overlord, autogun, and battle robot.
- Equip your marines with 20 different types of objects—including rocket launchers, demolition charges, first aid kits, and cracking units to break into enemy computer systems.
- Four different classes of marine: marauder, infiltrator, scout, and psionic talent.
- Your squad leader is independent of any scenario—play **Breach** just like a role-playing game *or* as a single session wargame.
- Build-up your squad leader for special advanced training—all of his combat experience is saved!
- **Breach** includes a **Scenario Builder**—create your own scenarios or modify existing ones!
- Scenarios can have several different victory conditions which can be mixed together to form extremely complex battles.
- Additional scenario disks available soon!



Breach is available for the Atari ST, Macintosh, IBM, and Amiga. Photos are for the Atari ST version.

To order, visit your software dealer. For direct orders (VISA/MasterCard/COD), phone (203) 658-6917. To purchase by mail, send check, money order, or credit card information to Omnitrend Software, Inc., PO Box 733, West Simsbury, CT 06092. Cost is $39.95 plus $3.00 for shipping and handling.

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A BUYERS GUIDE TO JOYSTICKS AND MICE

by Howard Falk

How does a joystick work? Think of the stick as a four-way switch. Push it forward and the up-switch closes. Pull back and the down-switch makes contact. To the right and the left are two more switches. All these switches work on the basis of metal-to-metal contact, like an ordinary home light switch. Many joysticks have eight instead of four switches and the added switches are placed at positions between the four just described. If the joystick has a firing button, that, too, will be a simple metal-to-metal contact switch.

To inform your computer or other game-playing equipment of joystick actions, a wire must be connected to each of the joystick switches. These wires run through the cable that connects to the computer. It is, then, up to the computer, and the programs you are using, to make proper use of the switch-closing signals sent over these wires. For example, when the up-switch is closed, the software moves a displayed symbol up the screen. Then, when the switch opens, the movement may be stopped. Later in this article, we will take a closer look at some available joysticks, but first let's compare their operation to that of computer mice.

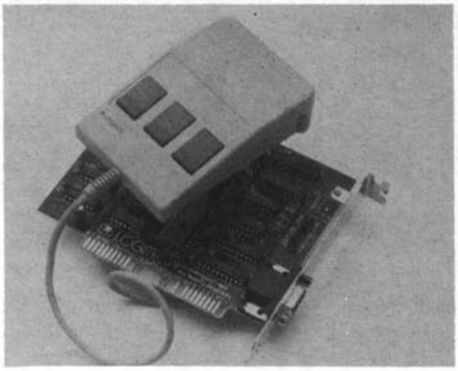
The Mouse That Scores (Numerical Mice)

The essential mission of a mouse is to let you move objects smoothly and freely around the display screen in imitation of the way you move the mouse with your hand. The function of the mouse fingertip switches is to initiate action when you have reached the right screen position. Macintosh computer users are familiar with the convenience of moving a cursor to a screen-displayed command, then clicking the mouse switch to activate that command.

As you move the mouse, it generates position numbers. Just as latitude and longitude can tell a navigator the position of a plane or ship, the mouse-generated numbers tell the computer software the position to which a displayed object is to be moved. Position numbers and switch closings are very different types of information. That means that mouse position numbers will probably be meaningless to a game program designed to interpret switch-closings from a joystick and conversely that joystick input will likewise be meaningless to a program designed to work with mice. (Actually, the fingertip switches on mice are metal-contact switches and could easily be used to give the same sort of signals as those from joysticks, but controlling movement on the screen by pressing one mouse-button for "up" and another for "down" hardly seems to make sense.)

The Mouse That Soars (Mice As Game Design Tools)

What the mouse does offer is a convenient means for non-expert programmers to construct their own computer games. As we will see in the following descriptions of various types of mice, these devices come with software that makes it very simple to set up mouse-controlled menus. With the help of screen-drawing packages, often supplied together with the mice, an aspiring game designer can paint whatever background scene is needed, assign an appropriate screen cursor symbol, and use the mouse to move the cursor over the painted scene. A click of a mouse fingertip switch can, then, call a pull-down menu displaying command-choices appropriate to the play of the game.



Logitech's Bus Mouse

These mouse-oriented facilities do not eliminate the need to do some game programming, but they can greatly simplify and speed development of computer games. In the meantime, the mouse can be used to control almost any existing program by setting up mouse operated menus from which the commands used by that program can be activated.

In summary, a number of different computer mice are available and each of them has its own peculiarities and strengths.



Mouse Systems'PC Mouse

Microsoft Mouse to Save the Day!

The mouse developed by **Microsoft Corporation** has become the standard by which other mice are judged. The mouse itself is palm-sized, rolls easily about on any flat surface, and has two elongated buttons that can be conveniently operated by the index and middle fingers of the hand that moves the

mouse. As the smooth golf-size ball in the mouse rolls along, sensors create numeric signals that tell computer software of every change in the mouse's position.

You can control the amount of screen pointer movement that will result from moving the mouse. Press the right keyboard combination and a control panel will be displayed. A marker can be moved to adjust the sensitivity level from 0 (no response) to 100 (maximum response). Each click of the left-hand mouse button will move the level by five units.


Summagraphics' SummaMouse

Mouse software is essential to interpret signals from circuits in the mouse and allow users to control mouse operation. This software also presents mouse signals so that they can control game play or other operations. To demonstrate the operation of the mouse, Microsoft includes a piano practice program in the mouse package. A group of piano keys are displayed on the screen. You move a pointer to the desired key, click the right-hand mouse button, and the computer sounds a corresponding musical note. Drag the pointer across the keyboard while holding down the button, and a rapid glissando of notes will sound. To end the demonstration, move the pointer to a box marked "Quit" and click the left-hand button.



Newport Controls' Prostick II

Microsoft Mouse comes with software that displays mouse menus for many popular business-oriented programs, but only for a few designed for fun, such as *Flight Simulator II* and *Paintbrush*. If you are ready and willing to do some programming, however, you can get the *Microsoft Mouse Programmer's Reference Guide* ($25) which contains the information you need to create your own mouse menus and use the mouse to control virtually any program.

Microsoft Mouse comes in two versions. The simplest to install is the one that plugs into the standard RS-232 serial connector available on virtually any IBM PC or compatible personal computer. It sells for $195 and comes with *Paintbrush* software and a graphics presentation package called *Show Partner*. If you don't want to use up a serial port for a mouse connection, you can buy the Bus version of the mouse. This comes with a separate circuit board designed to mount inside the computer system box. The mouse cable connects to a special round connector that protrudes from the rear of this board. Anyone who is handy with a screwdriver and careful in following directions can set up and mount the board. The Bus Mouse sells for $175. The vendor is Microsoft Corp., 16011 NE 36th Way, PO Box 97017, Redmond, WA 98073, (800) 426-9400. Circle Reader Service #1.

The Preppy Mouse (Three-button Mouse)

The *Logitech Bus Mouse* is designed to act as if it were a *Microsoft Mouse*, but it also has its own special features. Most visible of these is a third button, which allows for a total of six different button combinations (one at a time, plus three possible pairs of button actions). Although the **Logitech** mouse is billed as an opto-mechanical creature, it actually moves on a rolling ball, as well. The opto refers only to the way computer signals are generated within the mouse.

This mouse comes with software that makes it easily adaptable to virtually any existing program that can operate from displayed menus. The software allows you to design your own pull-down menus and sequences of menus, as well as make whatever use of mouse button combinations you wish. The manual that comes with the mouse is comprehensive and easy to read.

With its plug-in circuit card, the *Logitech Bus Mouse* sells for $139. A mouse-based text editing program called *Point* is included, along with the software necessary to design your own menus, get the mouse working, and use it with the *Lotus 1-2-3* business package. A version that plugs into an RS-232 serial port sells for $119. The vendor is **Logitech**, 805 Veteran's Blvd., Redwood City, CA 94063, (415) 365-9852. Circle Reader Service #2.

No Blind Mice (Optical Mice)

What does it mean to be an optical mouse? You can glide smoothly over your special reflective pad with its black and blue crosshatch lines. Your light-emitting diodes shine their tiny beams that twinkle back from the pad and excite your photodetectors. As the hand of your owner carries you along, your circuits track the number of pad-lines you see, then send signals to the computer that tell exactly where you have been and in what directions you move.

The fact that the *PC Mouse* is optical means that it has no internal moving parts to wear out, so it is expected to last through seven and one-half years of constant use without failing, not even once. In contrast, mice that roll on balls are expected to go for

about a year and one-half before they need some repair.

PC Mouse has three buttons. Detailed manuals contain the information needed to set up and operate the mouse. Installation software provides for mouse menus that go with popular business software packages. There is also a menu-based generator program for creating mouse menus for your own software packages. That creation takes some care, but the directions are thorough and easy to read.

A version of *PC Mouse* that plugs into a standard RS-232 serial port of an IBM/PC/AT or compatible computer sells for $159. A bus version for the same computers comes with its own plug-in circuit card and sells for $179.

Macintosh and Apple owners, don't despair. The *A+* version of *PC Mouse* is designed for use with your computers and sells for $119. The vendor is **Mouse Systems**, 2600 San Tomas Expressway, Santa Clara, CA 95051, (408) 988-0346. Circle Reader Service #3.

If, however, you want an optical mouse, but don't like *PC Mouse*, you can turn to lookalike *SummaMouse*. The reflective pad for this mouse is flexible and somewhat larger than the *PC Mouse* pad. However, you will find this mouse has an annoying cable that has to be plugged into an electric wall outlet to power the mouse.

The set-up software that comes with *SummaMouse* is very easy-to-use and makes it simple to create your own menus for the menu-driven programs you want to run. SummaMouse is for use with IBM/PC/AT and compatible computers. It sells for $119 from **Summagraphics**, 777 State St. Extension, Fairfield, CT, 06430, (800) 221-9244. Circle Reader Service #4.

The mice we have described in this article are not the only ones that can be purchased, but they are representative of what is available to computer users and game enthusiasts. Similarly, the discussion of joysticks which we are commencing is only a sample of those available for purchase.

Sticks and Clones May Break

Like any other mechanical gadget, a joystick will eventually wear out. Parts that are repeatedly flexed may crack and break. More likely, the metal contacts of the switches will become coated with contaminants that prevent electrical signals from flowing. In other words, they will get noisy or dirty.

It is, of course, possible to open up a joystick and clean the electrical contacts using a bit of fine sandpaper or some chemical solvent. However, this kind of repair job should only be undertaken if you are familiar with electrical parts and self-confident about digging into the unknown. An easier course is to buy a replacement joystick unit.

My Other Joystick is Ambidextrous

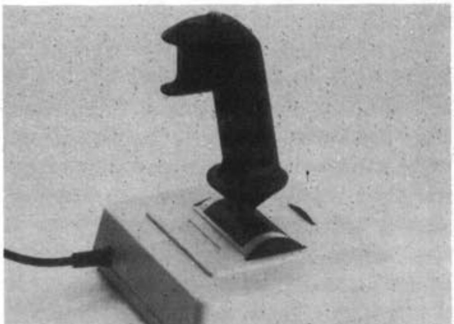
For example, consider the *Newport Prostick II*, a control with molded plastic case and steel stick with a ball on top. By twisting a collar at the base of the stick, you can cause either four or eight *Prostick II* position switches to be active. For maze games like *Pac-Man* and *Donkey Kong*, it is preferable to use just four switches, since these restrict movement to the vertical and horizontal. For other games, where more complex motion is required, all eight switches can be activated. *Prostick II* also boasts two firing buttons, so that left and right handed players can use them with equal facility. This joystick may be used with Atari VCS 2600, 5200 (on the latest models), Atari 400 and 800, Atari ST, Commodore Vic-20, C-64/128, Amiga, and the Sears Arcade Game. The *Prostick II* retails for $24.95 from **Newport Controls**, Route 2, Box 8, Bishop, CA 93514, (619) 872-1296. Circle Reader Service #5.



Epyx' 500XJ

Slik, Tac, Control (Suncom's Line)

Suncom makes a number of different joysticks for use with personal computers. From the inexpensive *Slik Stik* ($7.99) with its ball handle and single button on its base to the sophisticated *Tac5* with its lifetime warranty ($19.99). The *Slik Stik*, which passed a 35 pound strain test, is notable for both its economical price and its convenient palm-of-the-hand sized plastic base. Gamers who prefer a straight, cylindrical stick rather than a ball handle could choose the *StarFighter* ($11.49, Apple or IBM models $24.99). The *Starfighter* passed a 50 pound strain test.



CH Products' Flightstick

Gamers who prefer the pistol-grip handles may choose between the *Tac3* ($15.99) with its two base-mounted fire buttons combined with handle-top fire button and the *Tac5* with its modular array of micros-

(Continued on page 58)



Borodino: 1812 -- Napoleon in Russia

by M. Evan Brooks

TITLE:	Borodino 1812: Napoleon In Russia
SYSTEM:	Atari (8-bit), C-64
PLAYERS:	1-2
PRICE:	$59.95
DESIGNER:	Steve Krentek & Stephen Beckett
PUBLISHER:	Krentek Software McAllen, TX
Circle Reader Service #75	

M. Evan Brooks is an aficionado of Napoleonic warfare. In this article, he presents good news for those similarly inclined.

Let Them Eat Borscht!

Borodino is a detailed simulation of the battle that marked the beginning of the end for Napoleon I and the First Empire. Heretofore, the Grand Armee had had an air of invincibility. Afterwards, Napoleon's enemies recognized that the "Corsican Ogre" could indeed be stopped.

Borodino marks the first wargame in recent memory premiering on the 8-bit Atari. Produced from a smaller company, the product is entertaining and teaches valid lessons concerning Napoleonic warfare, a topic generally ignored by computer designers.

Utilizing a character set virtually identical to *Eastern Front*, the graphics are not "state of the art." Nevertheless, they are clear and more than adequate. All orders are input by joystick, and giving orders to units is an easy task. Further, Borodino is a real-time game. It is similar to Krentek's earlier release, *Napoleon at Waterloo*, in that there is no sequence of turns per se. Instead, units execute their orders simultaneously. There are, however, numerous settings which determine the pace of the game (from a ratio of 60 seconds per minute to 1 second per minute) and when it is desirable, the player may choose to play a minute of "real time" and stop, giving an atmosphere of phased turns.

My Empire for a Map!

The documentation suggests optimal time settings for each of the eight scenarios. Setting time settings faster than the suggested rates may well cause the computer to have insufficient time to react properly. The documentation is well done and explains all aspects of the simulation. The only omissions noted were that the historical details of the battle itself are not fully delineated and no maps are included. The designers acknowledge that a map should have been included, but printing space limitations prevented such inclusion. In addition, they note that all registered owners will receive a copy of their forthcoming newsletter, which will explain the historical battle in further detail vis-a-vis the computer simulation. Actual movement rates are not given, but observation will reveal that light cavalry moves quickest, followed by heavy cavalry, infantry and finally the artillery. The order of battle is very detailed and probably the best ever done. Sources utilized to develop the order of battle and the game itself are excellent, making it obvious that *Borodino* was a labor of love by the designers.

Eight Steppes to Conquest

Eight scenarios are offered, but the smaller ones are tutorials which serve to accustom the player to the proper tactical employment of infantry and cavalry. Players should not be frustrated by the unbalanced nature of the smaller scenarios, since their primary task is as a learning tool. However, the primary scenario, the two-day battle, is the real meat of this product. Further, a three-day scenario is offered which allows the player to set up his troops as they reach the battlefield. It is suggested that players use this to develop their unit positions and then, save the game for future playings.

Units are infantry, cavalry and artillery. Infantry units may be deployed into column or line. As the documentation notes, however, line formation will rarely be utilized. Indeed, the value of shock assault via column formations will make it the preferred infantry formation. A fascinating aspect is that infantry formations will automatically assume a square formation whenever cavalry units approach.

Tactically, one must utilize combined arms. The cavalry should approach the enemy infantry so that the infantry forms square. At this point, artillery should bombard the massed formation, while infantry columns assault and cavalry pursues the broken unit.

The tactical difficulty is that the terrain does not always allow such classic combined arms deployment.

Strategically, the French must seek destruction of the Russian army. Merely holding the battlefield is insufficient and leads to a strategic defeat (the historical outcome). This reviewer would suggest forming a Grand Battery in the center (i.e. massing the maximum number of artillery units), holding one artillery unit to cover the southern sweep. Cavalry should be formed on both flanks and begin an encirclement in the north (being careful not to become engaged). In the south, two corps should be sent on a flanking movement to engage and defeat the southern front. When this is accomplished, a center advance should be taken. While the center advances, cavalry on the flanks should be seeking to encircle the Russian army in a Cannae-like maneuver. It is difficult to accomplish, but it can be done.

One scenario, the Davout Maneuver, allows this to be done easily. This is a hypothetical scenario, assuming that Napoleon had concurred with Marshal Davout's advice of enveloping the Russian Army. Historically, the advice was not taken, but this dòes allow the user to see the value of the advice in enabling the French corps to quickly penetrate the Russian rear.

In terms of game play, the most important concept is time. Do *not* utilize hasty assaults! There is sufficient time to allow planned combined arms offensives. The temptation is for French players to attempt too much too quickly. Take your time!!

Is "Impossible" a French Word?

Victory Conditions are defined by achieving a certain score, based predominantly upon the number of casualties. One must remember that a demoralized opponent yields many more victory points. A winning score should be 170,000 points which can be accomplished at the historical settings with judicious tactics. However, the designers suggest that the true test of Napoleonic genius is a 200,000 point win. To date, even they have not been able to accomplish this, despite Napoleon's assertion of 1813 that "impossible" was not a French word. Initially, a winning score was to have been 180,000 points, but this was adjusted during playtesting so as not to unduly frustrate the user. In a 3-day battle, this reviewer achieved a point total of 179,975. Total losses were: French -- 27,825 casualties, 5050 missing; Russian -- 42,625 casualties, 34,625 missing. Note that since the Russian Army had been demoralized, all the MIAs translated into victory points.

Wargames Are the Scythe of Time

Borodino was a set-piece battle. There is little room for strategic maneuvering. Historically, Napoleon executed a bloody frontal assault. The designers note that Napoleon could have won a decisive victory and the Russian invasion with better execution.

That proposition has been debated ever since by historians, and no definitive answer can be reached. Yet, *Borodino* does show the problem faced by the French (i.e. a battlefield victory without the destruction of the Russian army would have been a Pyrrhic victory). Still, achieving a victory can be a frustrating experience. There is no way to determine how well one is doing in the midst of battle. Obviously, routing of the bulk of an army is a valid indicator. However, demoralization of the opposing army can occur suddenly and without warning. While cavalry should be employed mainly to the flanks for envelopment and pursuit, some units should be retained in the center in order to compel enemy units to adopt square formation. Massed artillery is the key to victory.

The Russian Army is not overly aggressive or mobile, and in solitaire mode, the Russian reserves are often committed piece-meal and too late. A limited northern cavalry offensive should serve to limit their movement south. A combined arms offensive should be mounted against the Town of Borodino early in order to negate this bridgehead. Thereafter, slow deliberate combined arms assaults should yield victory.

Two o' Clock in the Morning Courage?

Borodino is a solid effort. While it does not forge a breakthrough in game development, it is easy to learn, valid historically and entertaining. For those desirous of learning about Napoleonic warfare, it is recommended.

CINEMAWARE

PRESENTS

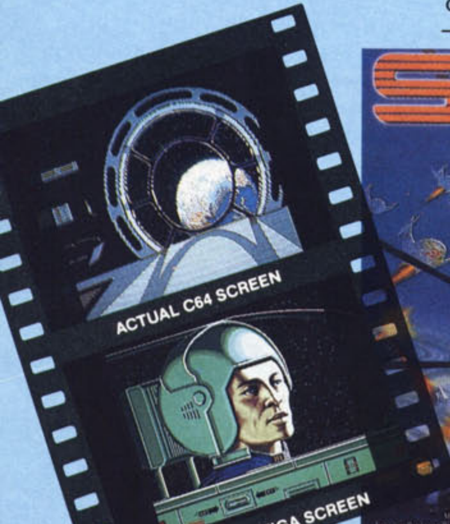
AWARD WINNING GRAPHICS

Best Graphics: 16 Bit Division.—*The Software Publishers Association, 1986*

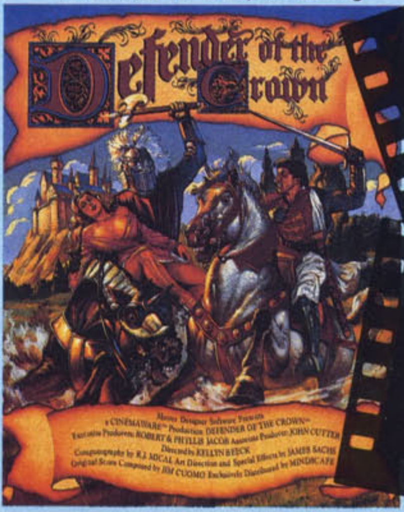
Award For Special Artistic Achievement In A Computer Game.
—*Computer Gaming World, 1987*

Stunning graphics, life-like animation, and a good soundtrack add to the feeling of a movie-like story...
—*Computer Entertainer*

Defender (of the Crown) is the most detailed, most graphically brilliant, most beautiful software program ever released for any microcomputer.
—*The Guide to Computer Living*



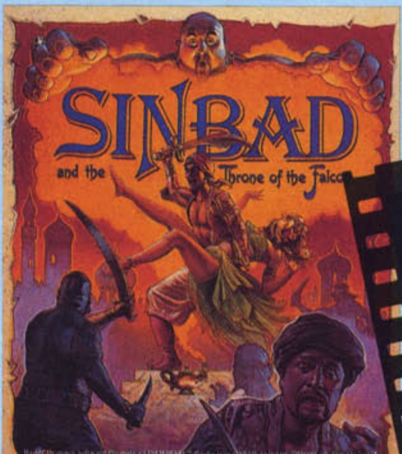


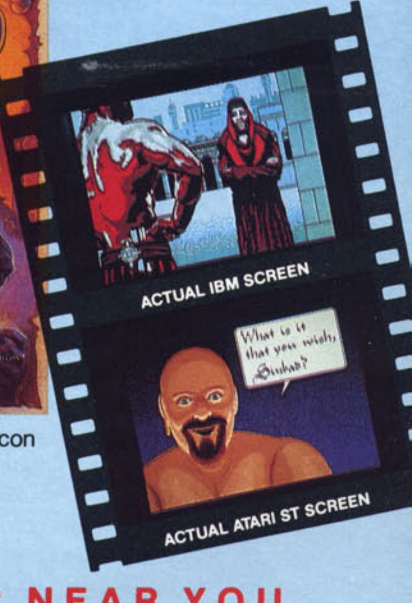












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Shadowgate

INSIDE THE CASTLE SHADOWGATE

by Tracie Forman Hines

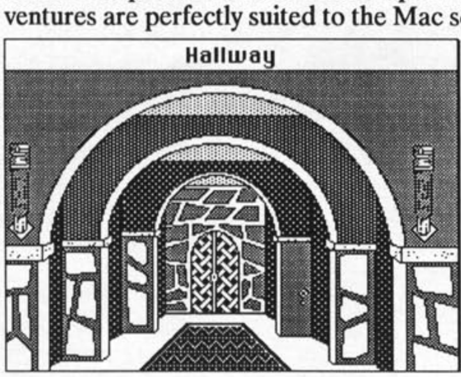
NAME:	Shadowgate
SYSTEM:	Macintosh (coming soon for Amiga)
PRICE:	$49.95
DESIGNER:	ICOM Simulations
PUBLISHER:	Mindscape, Inc. Northbrook, IL

Question: What adventure game scenario pits the player, as a relatively lowly hero, against a vast challenge set up by an evil wizard whose dastardly plan is to destroy the world?

a) *Ultima I*, b) *Ultima II*, c) *Bard's Tale I*, d) *Wizardry I*, e) *Shadowgate*, or f) all of the above. If you picked "f," give yourself a pat on the back and an adventurer's purple heart. All right, so *Shadowgate*'s basic story line is a bit, er, time tested... but it is different from many games in that it is not a hack-n-slash role playing game (in which characters have to kill monsters to build experience points and get strong enough for the final challenge). Like ICOM's previous adventures, *Deja Vu*, and *Uninvited*, *Shadowgate*'s emphasis is on problem solving - not sword swinging.

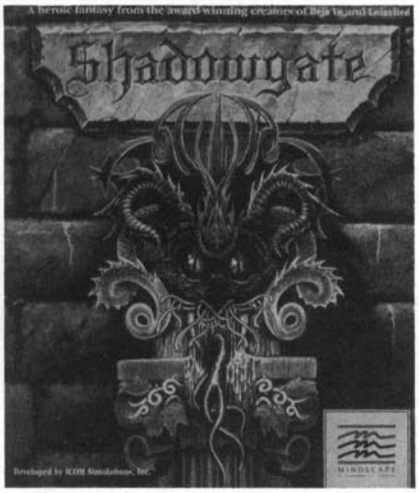
View From The Parapet (A look at the game system)

As in the previous ICOM adventures, everything you can do at any given time is indicated by the sentence parser at the top center of the screen. Players simply click on their command choice from the menu and then on the object selected to perform the command upon. These icon-based adventures are perfectly suited to the Mac screen. Almost everything on the screen can be placed in your inventory by just clicking and dragging with the mouse.



As user-friendly as *Shadowgate* may be, though, this scenario isn't nearly as well-defined as the previous two. The instruction manual notes that you have been chosen by an ancient, druidlike sect of enchanters to vanquish an evil wizard and save the world. Unfortunately, there is no emotional bond here (no brother to save a la *Uninvited* or need to protect yourself as in *Deja Vu*) Frankly, this is a bit of a letdown for those of us spoiled by the originality and wit in the previous games.

Shadowgate's graphics and sound effects look and sound



like *Uninvited*'s. Nonetheless, there is plenty of medieval atmosphere to soak up, since the entire adventure takes place within the walls and gardens of the castle *Shadowgate*, a vast fortress populated by dragons, demons, trolls, and an occasional orc.

Fortunately, the game makes up in complexity for what it lacks in special effects surprises. *Shadowgate* is tough stuff. Anyone who breezed through the other two games will be staggered by this adventure's challenge. There are a lot of objects and doors thrown in as red herrings and some items that seem to be totally useless are, in fact, crucial to the game. Of course, there are also curveball objects like a reluctant flying broom which will keep you up nights as you try to figure out what you are doing wrong.

Luckily, *Shadowgate* affords players a lot more flexibility than the previous adventures allowed. That doesn't mean the game won't seem impossibly small at times, but it will only seem so until you find one tiny clue that unlocks vast new portions of territory to explore. The time you take to solve the game depends on how many torches you have collected (and remembered to light at the proper times). The screen fades momentarily, exactly three moves before your lit torch will go out. If you are not paying attention, you will end up stumbling around in the darkness and eventually, breaking your neck. In other words, take (and examine) every torch that you find and light a new one off the old as soon as the screen flickers.

As for the specific details of the scenario, giving too much away would be like seeing a great comedy after you had already heard all the jokes. If you need help, however, or you don't mind specific clues, you can look through the hints in the next section.

The Daring Dungeoneer's Ditty Bag (Warning: This section contains specific clues that can give away solutions. Read on when you really need help.)

The first principle is, "Not everything has a use and some things have more than one use." The second principle is, "There are some puzzles that can be solved by more than one kind of item."

- No exit? Remember that not all the exits are shown on the screen. For example, there is a secret door in the hallway where you find the book and two candles. It is on the opposite wall and you find it by "Open"ing a stone that looks slightly strange. Another room has an exit that is hidden behind a waterfall. To get through, all you have to do is double click on the black space just under the waterfall. Further-

(Continued on page 57)



Katana on a Hot Spinward Loop!

Sir-Tech's Deep Space Combat Simulator

by David M. Wilson

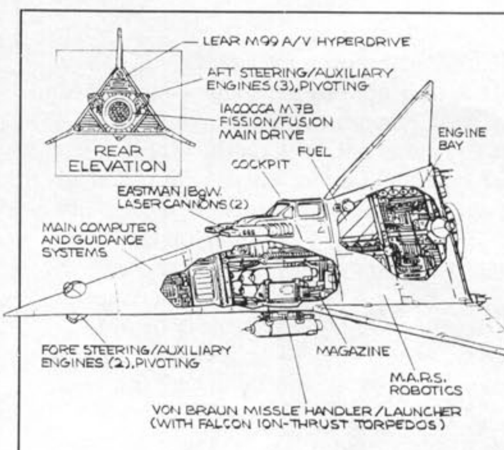
NAME:	Deep Space
SYSTEMS:	Apple, C-64, IBM
PRICE:	$39.95
DESIGNERS:	Paul Neurath and Edward Lerner
PUBLISHER:	Sir-Tech Software Ogdensburg, NY

Andromedan warships have entered United Planets (UP) territory. It is clear to all concerned that their intent is to rape, plunder, pillage, and wreak havoc on our outposts. Your mission, should you decide to accept it, is to neutralize UP space by piloting a Katani class transport/interceptor and eliminating the enemy.

So goes the fiction behind *Deep Space: Operation Copernicus*. The game comes in a brown accordion file folder with the game logo and fictitious presidential seal of the Solarian sector on the outside. In addition, the package also bears a "Top Secret" seal. Thus, by the time the player has broken the presidential seal, read the enclosed documentation (including the fictitious press releases concerning the ever-escalating war between the Solarians and the Andromedans), and booted up the game, he/she is immersed in the fiction of the game.

The game is designed to be played solitaire, but an additional person can be drafted in order to assist with reading the charts and provide weapon instructions. The player's "Katani" ship is armed with missiles and lasers for both defensive and offensive needs, but only one or the other of the weapon systems may be enabled at any one time.

There are four missions to be mastered: Outpost, Escort, Plague, and Invasion. In the first scenario, players are required to fly to outposts, collect uranium ore and return safely to base with their quota. Of course, the trip is hindered by the Andromedans in the area, but the task is made even more difficult by the fact that not every outpost even has ore to be collected.



The Escort scenario consists of guiding the ship from Orion safely to a neutral base. The diplomatic ship is, of course, much slower and more poorly armed than the player's ship, so the player must continually hold back and protect the larger ship. The Plague scenario assigns the player to clear sectors of the deadly Biotek-M micro-organism canisters which have been planted by the evil Andromedans. Finally, the Invasion scenario forces the player to defend his/her home base with their specialized fighters against the more standardized enemy fighters and the planet-busting Andromedan Sword Cruisers. If not stopped, the cruisers can reach the base in ten minutes.

Each game has three levels of play. The documentation suggests that beginning players start at the Novice level. However, players who begin at any level lower than Expert will be disappointed. This is simply because the game moves much too slowly in the easier levels of the game. Nevertheless, a Novice and Medial level exists for those who feel they are necessary.

The graphics of the game are average for the genre. As with two other similar combat simulations, *Skyfox* from **Electronic Arts** and *Starglider* from **Firebird**, the graphics are cockpit-oriented. Players are able to monitor systems ranging from radar to fuel, weapon, and shield systems. If one is not careful, it is possible to exhaust fuel, shields, laser energy, and/or missiles in a hurry if the systems are used carelessly. In addition, the player may hit his "Space Bar" at certain points during the game in order to call up his "on-board computer" and change weapons, scan or magnify, or look right or left.

Unfortunately, calling up the "on-board computer" also freezes the game. This enables the player to take unrealistic amounts of time to select his option and the game will remain frozen while the decision process is going on. In actual combat, a fighter pilot would not be able to halt the Space-Time continuum in order to select an option. The game should con-

(Continued on page 48)

TITLE:	Leisure Suit Larry
SYSTEMS:	Amiga, IBM
PRICE:	$39.95
DESIGNERS:	Al Lowe and Mark Crowe
PUBLISHER:	Sierra Coarsegold, CA

Monty Python fans who think that people who work in accounting departments do not have a sense of humor should note that the review of this controversial game was written by a "bean counter" and wholesome family man

LEISURE SUIT LARRY
The Slimier Things of Life

by Roy Wagner

Hey Guys (and vicarious gals), take the following quiz to "test" your lifetime experiences. Score zero for every experience you've had (some may wish to score more or less depending on the question). See how *low* you can score. Have you:

- 1) Visited a sleazy bar wherein you have had to listen to some slime telling dirty jokes (and you can only hear the punch lines);
- 2) Tried to pick up a girl who won't even talk to to you because she's waiting for her boyfriend (sure!);
- 3) Given a drunk and/or a wino a drink and received more than you expected in return;
- 4) Used a filthy bathroom with plumbing that doesn't work and enough writing on the wall to extend your stay (some of it quite interesting);
- 5) Shared a bed briefly with "girl upstairs" after getting past her "guard" downstairs;
- 6) Met that "perfect" girl, given her all you possessed, wined her, married her and left her *all in the same evening*;
- 7) Bribed a sexy guard with drugs to get into the penthouse suite and experience two quite different girls; and/or
- 8) Played the slots and blackjack table to get just enough money to continue the "good" life?

If you score zero or less, you should skip this game, get your shots, take your pills, and pray for a cure. Come back next issue. If you have missed some of the above activities in your life, now is the chance to get out there and *experience* them in game form.

Yo' Mama!

The game is *Leisure Suit Larry in the Land of the Lounge Lizards* from **Sierra**, a 3-D animated adventure



game in the tradition of their popular *Quest* games. This one, however, is intended for those over 18. A quiz at the beginning will do a fairly good job of testing you. (Assuming that most of the readers of this magazine are mature enough, I'll let you know that if you enter ALT-X in response to the first question, you can get right into the game.)

The main character of this game and the role you assume is Larry. He is 40 years old and was thrown out the house by his "ol' lady" (mother) when he was 38. He's a jerk with bad breath, but tonight he is out to experience it all. If he doesn't, you will find out what happens at "dawn."

Sierra describes this game as a humorous, harmless endeavor for adults. That is accurate! It is very humorous with many "in jokes" related to people and places close to Sierra and has some references to other games. The morals may be loose, but never really offensive. You won't really see anything here that you probably haven't seen before. It is really for adults because half the fun is relating (vicariously or not) to what is going on as you travel by cab from Lefty's Bar to the Casino, Chapel, and Store (shades of *Softporn*).

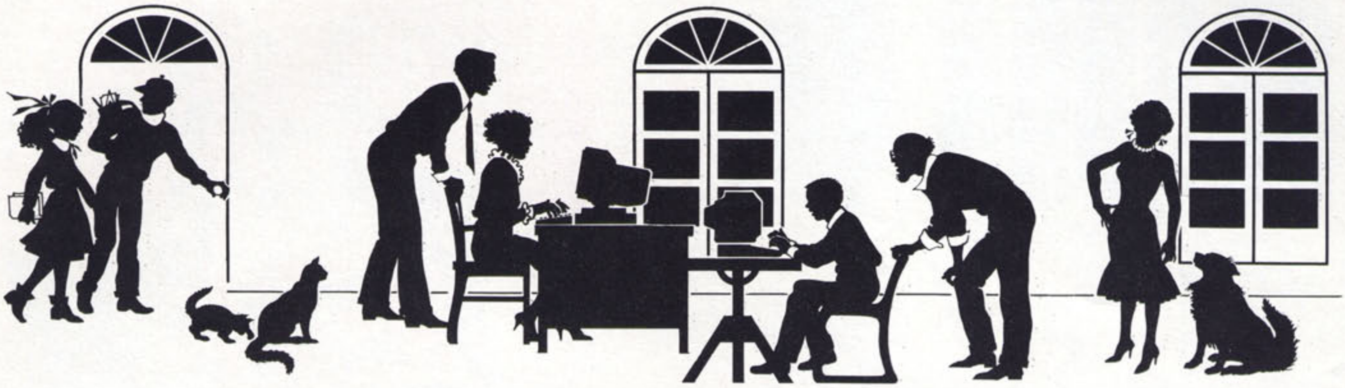
Version Territory

The MS-DOS version of this game supports CGA, EGA, and Hercules Graphic cards and the game will also be available for the Amiga and other computers. The MS-DOS version provides you with the game on two 5 1/4" disks and on one 3 1/2" disk. (Very commendable for **Sierra** to do this.) It requires only 256K, one disk drive, and uses key disk protection so most of the game is played using your own copy of the game.

The graphics are great, and many of them are animated. You'll see blinking bar signs, people moving about, cabs going down the road, elevators going up and down, and many more action-packed moments. The animation is a distinguishing mark of quality to which **Sierra** adds three dimensions. Your character moves in front of and behind various objects that appear on the screen. The movement can be easily controlled using the keyboard or joystick. Other versions will even let you use the mouse.

There is also a limited amount of sound effects and music. Very nice! Through use of the Function keys, Control (CTRL) keys and Pop Up menus, you can carry out all major functions required to complete this adventure. The hint book, which can be purchased separately, is the most comprehensive that I have seen. It even contains the full text to the jokes that are told by the guy at Lefty's.

(Continued on page 47)



Fun For The Entire Family



Available on IBM 256K (EGA, CGA, Tandy). Macintosh and Amiga coming soon.

SOLITAIRE ROYALE

Solitaire doesn't necessarily mean you play alone. Eight kinds of solitaire are presented in a unique and entertaining format to be played individually or competitively. Choose from 10 beautiful card decks. For the children, three additional games are included. It's a "must see" product and one you'll play for years!



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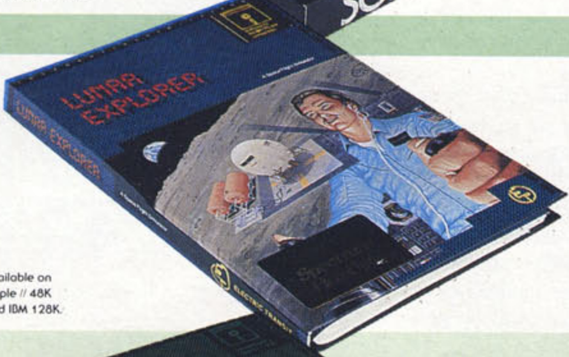
Available on Commodore 64K, IBM 256K, and Apple // 128K.

SOKO-BAN

This maze strategy game will capture your interest the first time you play. Your challenge is to solve 50 levels of increasingly difficult mazes, then create an infinite number of mazes yourself with the option to save 49 of them at a time. Number of moves and pushes plus time elapsed are important factors in scoring. Improve upon your scores each time you play.



IBM version



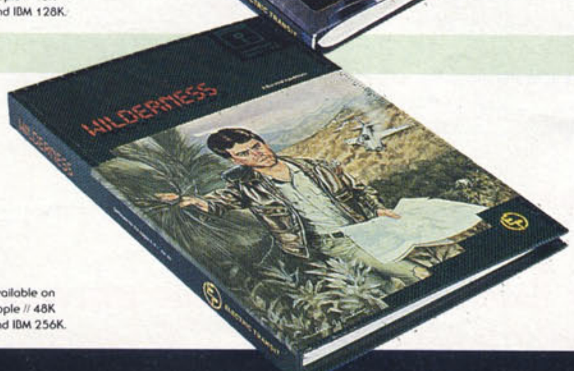
Available on Apple // 48K and IBM 128K.

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You are in control of a lunar landing vehicle. While exploring the moon and investigating all its rills and craters, take time to marvel at "out the window" views of constellations, the Earth rising over the lunar horizon and the Apollo 11 landing site. Eight exercises are available to learn piloting maneuvers. Scores measure accuracy of navigation and efficiency of fuel consumption.



Apple // version



Available on Apple // 48K and IBM 256K.

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Spice up your life with adventure; your plane has crashed in a desolate area high in the Sierra Nevada. Relying on your wits, a few supplies, and any natural resources available, attempt to find your way to the ranger station. The comprehensive survival guide included could save your life in this computer adventure and could provide useful tips for your real-life adventures!

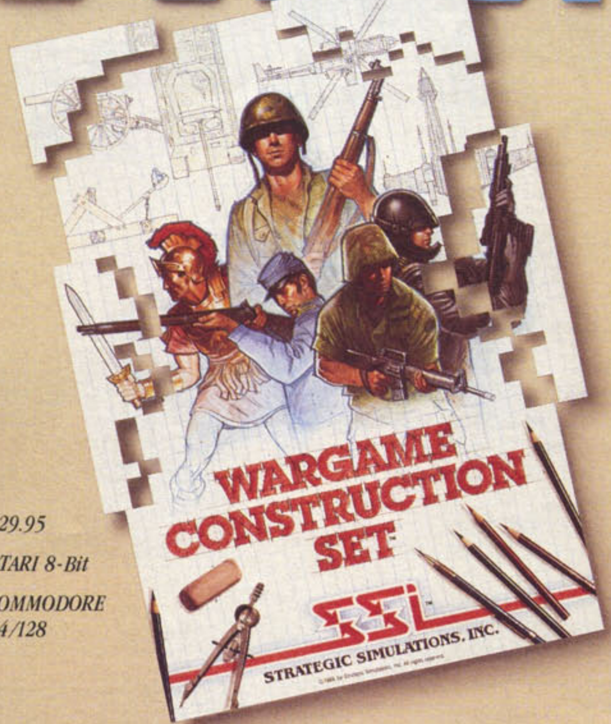


Apple // version

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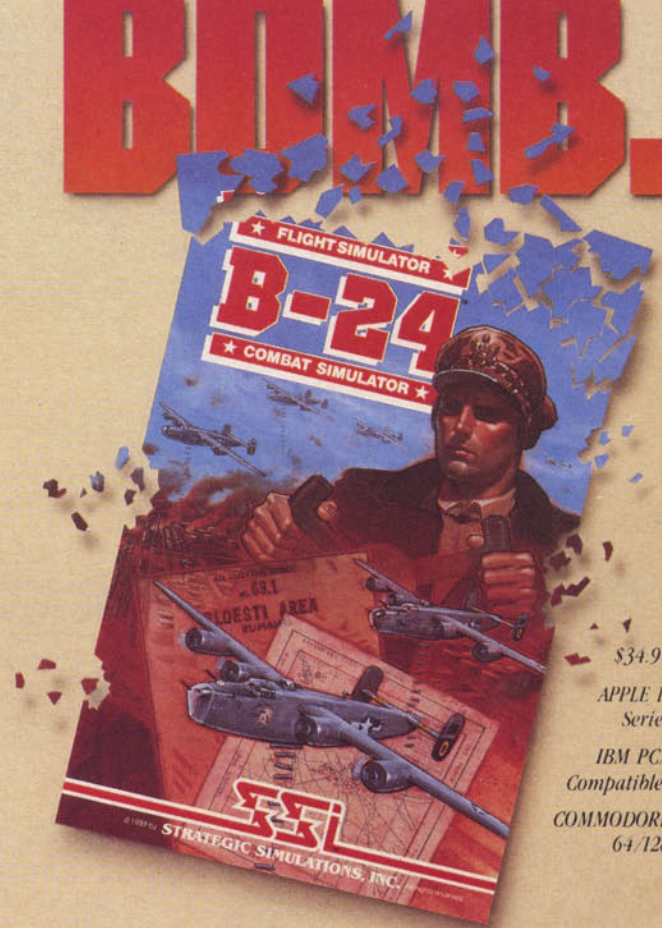
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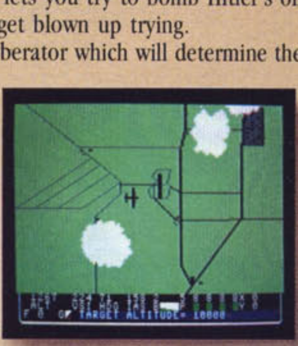
You can create scenarios from any period of military history, from Ancient wars with spears and catapults to modern conflicts using state-of-the-art missiles and tanks. Or you can forget about reality and create sword-and-sorcery fantasy adventures and science-fiction battles.

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Once you're in the air, your first goal is to form up with your bomber group and race to the fighter rendezvous points. Your escort fighters can only stay up for a limited time, so don't be late.

If you get hit, you'll have to decide whether to bail out or stick it out and do your job — reducing Ploesti's total oil production below what was accomplished historically. If you succeed, you'll be told how much you would have shortened the war in Europe!

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Leisure Suit Larry *(Continued from page 44)*

Getting It All!

The activities that must be completed are fairly obvious as long as you *Look* at everything and, in some cases, *Repeat* your previous command until the command response repeats itself. Some of the items (see below) that you need are rather obscure, but if you pick up what you can, you'll have no problem. One item that you'll probably get will require shots, but unfortunately they are not available in this game. Oh well, you only live once. You did *Save* the game, didn't you?

(Hint: Be sure to buy a magazine at the store and read it for a clue to getting an item that is not easily gotten or seen, but needed near the end of the game.) Remember, be kind to all strangers and *Get* anything you can. You use a text entry line to enter your actions.

If you enjoy the playing the slot machines and blackjack, you will find the gambling portion of the game quite enjoyable. Before you attempt to win more money by gambling, however, be sure to *Save* the game in order to save what money you do have.

You *will* gamble, because gambling is the only way you will get any more. However, as you increase your worth, continue to use the *Save* option. You will need no more than $100 at any one time and you can always go back to the casino to get more money.



Meet the Kind of Girls Your Mother Warned You About.

Whatcha' Want, Good Graphics or Good Taste?

This game is a lot of fun to play and is very humorous. What I really liked in this game is that once you got the right idea and entered the action text, a lot of follow-up actions took place "automatically." For example, when you buy a drink at the bar, you automatically pay for it. You only enter, "BUY BEER", instead of "BUY BEER, GET WALLET, OPEN WALLET, PAY FOR BEER" which you enter in other games. A lot of other action takes place as easily and makes the game flow much better by eliminating tedium. With good graphics, good design, and good fun provided, who needs "good taste"?

(Continued from page 42)



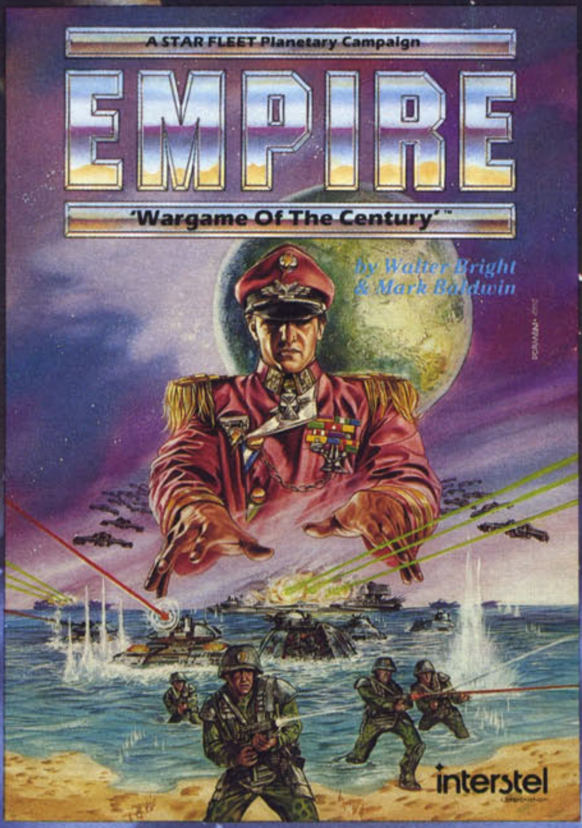
tinue on during the "on-board computer" mode. After all, lasers and missiles do not stop for mentally lugubrious pilots to make a decision. Combat decisions must be made quickly under adverse conditions. A good combat simulation should take this factor into account.

Each scenario takes place in a different quadrant. The player will need to keep the reference cards handy so that they can tell where the various items or locations are in the sector. The screen display for the quadrant is not sufficiently detailed to give the player all the information needed, so it might be helpful to have another person in the room to help integrate on-screen data with the reference card data.

The Katana fighter is bound to become damaged in the course of play. When this occurs, players must seek the base (not to be confused with an "outpost") in order to initiate repairs. When the player flies toward the planetoid which contains a base, the view changes to a control tower view (as seen from the base). The player's fighter is visible on screen from a different angle during the landing maneuvers, but the ship's controls remain the same as in the rest of the game (although the player may become confused because of his new orientation on the screen). A radar screen is displayed below this exterior view and assists in making the landing where the fighter will be refueled, repaired, and rearmed. If the landing represents the completion of a mission, the player will be given an appropriate message from his commanding officer and a pilot rating.

All in all, the game is well-documented, the graphics are typical of the genre, the combat system is logical, and the game mechanics are simple enough to make it playable from first "boot." If the game's slow pacing doesn't put the player off initially, the game will give players a competitive run for their money and much potential "bang for the buck" as the game progresses.

FROM THE FAR REACHES OF **INTERSTEL** *SPACE. . .*





Once again the Alliance is being attacked by the tyrannical Krellan Empire. Even neutral planets are being scattered like cosmic dust. Alliance leaders, recently apprised of the Krellan's 'Operation Big Brother', are readying a special task force to try to unite each planet by forming a counter-empire. . .

EMPIRE-Wargame of the Century, from the STAR FLEET series of games, is a strategic simulation of global conflict, conquest, and empire building between two or three human or computer opponents. Starting with a single city, you must explore and conquer new territory, and produce the land, air, and sea forces needed to establish an empire. All your strategic skills are required, and there can be only one winner!

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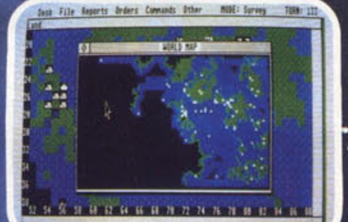
In **STAR FLEET II-Krellan Commander,** second in the STAR FLEET series of advanced space strategy simulations, your mission is to explore the star systems of the United Galactic Alliance, looking for planets to conquer and Alliance warships to destroy. Your ships are equipped with the latest technology, and on board are detachments of the feared Krellan shock troops. At higher ranks, you command dozens of warships & a million combat-hardened warriors to bring the Alliance to it knees!

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Main Command Screen of your Krellan Battlecruiser.



Board & capture disabled enemy ships with your elite shock troops.

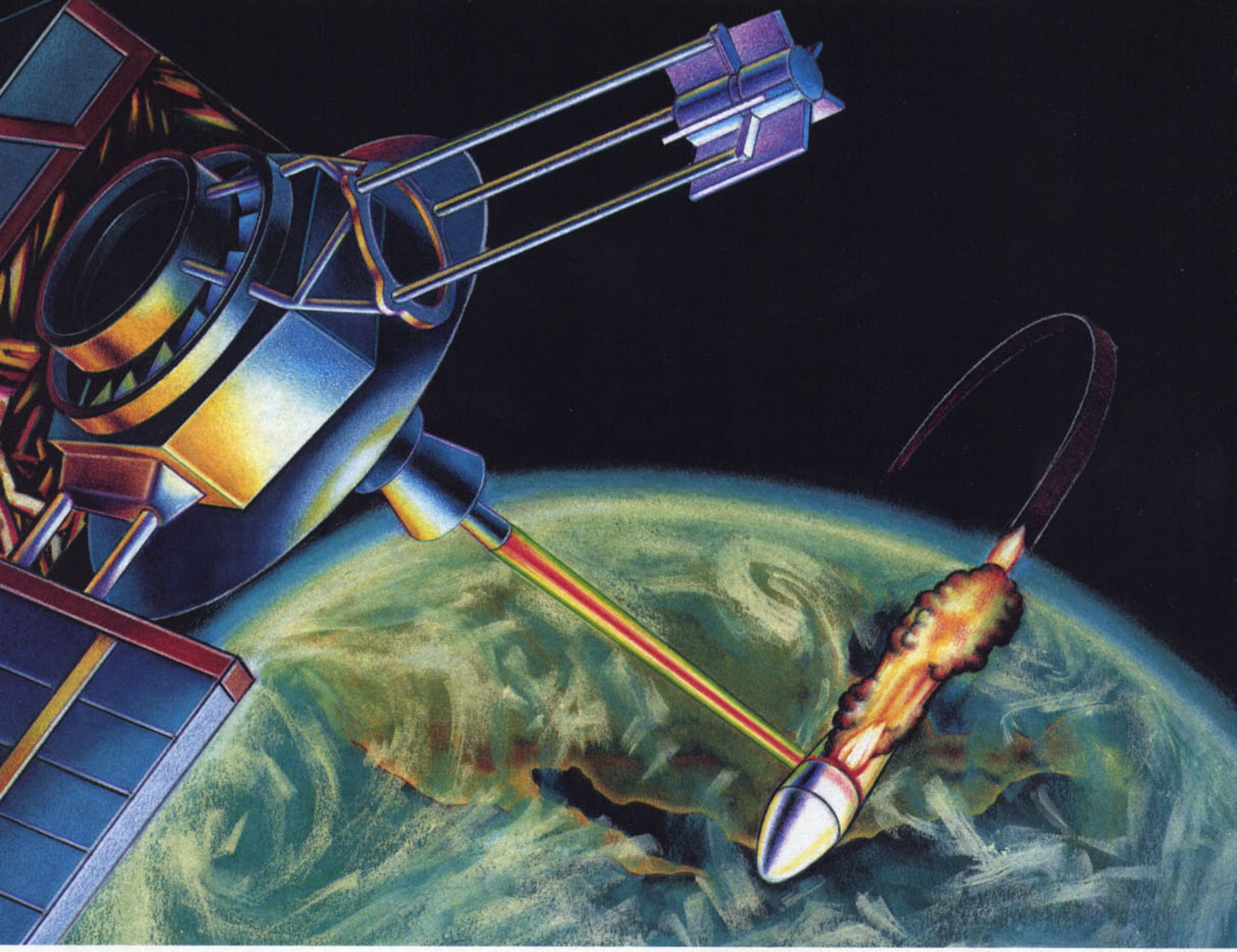
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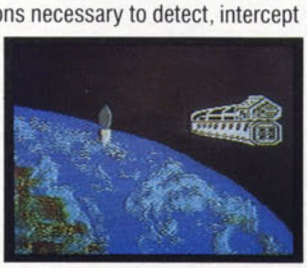


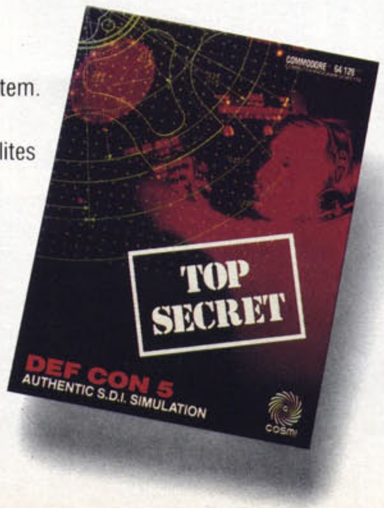
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DEFCON 5 is by Paul Norman, creator of the Super Huey flight simulator series.

DEFCON 5 for C-64/128 is priced at $19.95. For IBM PC, $24.95.

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Buyers Guide *(Continued from page 24)*

out the popcorn; and have a good time." - Phyllis Jacobs, Master Designer Cinemaware.

Winner of CGW's "Special Award for Artistic Achievement in a Computer Game," this product won the Software Publishers Association's award for "Best Graphics" and was one of three nominees for "Game of the Year" at the Personal Computer World exposition in Europe. Amiga, Atari ST, Apple IIGS, Mac ($49.95), C-64/128 ($34.95), IBM ($39.95). Circle Reader Service #46.















New World Computing, Inc.:

MIGHT AND MAGIC: *"One of the few gifts that gives over 200 hours of Christmas enjoyment." - Ron Spitzer, New World.*

This is, indeed, a big adventure game with much to like and much to explore. There is a depth to the world created for this adventure that everyone who plays it will appreciate. Apple, C-64/128, IBM ($54.95). Circle Reader Service #47.

Omnitrend:

BREACH: *"With a diversity of play options and a scenario builder that lets you design your own game, Breach will keep you well-entertained past next Christmas." - Tom Carbone, Omnitrend.*

Breach is based on the marine boarding sequence in Universe II. It is a hybrid game with elements of arcade, role-playing, and strategy games. Atari ST ($59.95). Circle Reader Service #48.

Origin Systems:

ULTIMA V: *"Ultima V is an easy game to get into with challenges becoming increasingly more intricate and detailed as one's experience develops. Britannia is simulated in so much fascinating detail that simple exploration is enough to warrant enjoyment, even prior to discovering the more complex challenges in the game." - Kathryn Roy, Origin Systems.*

The long-awaited sequel to Ultima IV continues the complex plot line of the earlier game, but the game system and technology are strides ahead of Ultima V's predecessor. Apple ($59.95). Circle Reader Service #49.

Simulations Canada:

ROMMEL AT GAZALA: *"Rommel At Gazala is a command oriented study of the battles culminating in the fall of Tobruk and the retreat of Allied forces out of Lybia." - Simulations Canada.*

There is much to learn in this interesting perspective on the desert war. Simulations Canada is filling a necessary niche in the hobby with their quality board-assisted computer games. Apple, IBM ($59.95). Circle Reader Service #50.

Sir-Tech Software

WIZARDRY IV: THE RETURN OF WERDNA: *"Considered the most complex, intriguing, and engrossing 'expert' challenge, Return of Werdna should be one of the toughest and most exciting adventures ever published." - Rob Sirotek, Sir-Tech Software.*

If you've ever sent a character disk to Sir-Tech for repair or to show what a great adventurer your character was, you may end up fighting yourself in this "mirror dungeon" where the "bad guy" may be the "good guy." Apple ($n.p.). Circle Reader Service #51.

The Software Toolworks:

CHESSMASTER 2000: *"As featured in Time, Business Week, and The Wall Street Journal, Chessmaster 2000, with its "Boss Panic Button" is the perfect gift for the executive. We're the National Computer Chess Champion." - Gina Montagano, The Software Toolworks.*

Amiga, Atari ST, Macintosh ($49.95), Apple, Atari 8-bit, C-64/128, IBM ($39.95). Circle Reader Service #52.

Strategic Studies Group:

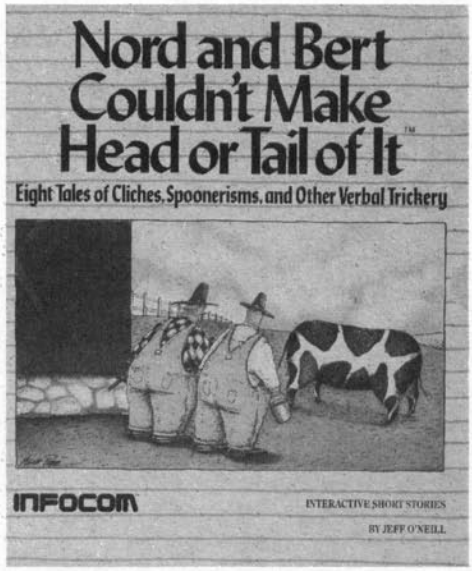
RUSSIA: *"I've been in this hobby for seven years and Russia is the most challenging game I've ever played." - John Gleason, Strategic Studies Group.*

This game is a real player and should not be attempted by casual gamers. It is a perfect gift for the frustrated strategy gamer who needs a fresh design concept and challenging computer opponent. Apple, C-64/128 ($40.00). Circle Reader Service #53.

EIGHT TAILS OF NEW CRYPTICS

Infocom's New "Liebrary" of Short Stories

by Roy Wagner



TITLE:	Nord and Bert Couldn't Make Head or Tail of It
SYSTEMS:	Many
PRICE:	$39.95
DESIGNER:	Jeff O'Neill
PUBLISHER:	Infocom Cambridge, MA

Roy Wagner served as our Commodore specific columnist for several years. Now, he is serving as a "critic-at-large." In this article, he offers an overview of Infocom's recent release.

I'll try to "hold my tongue" and get this article write, but after the "sun's gone down" (I've finished with this game) that won't be easy. I'll just shake a elbow, put my hand down, and get an arm up to tell you all about this. The game is a knee (thanks Sherlock) and time will tell.

The game is comprised of eight relatively short text stories which take about one to three hours to complete. Each story involves various types of word play: puns, synonyms, homonyms, spoonerism, or other word tricks. Seven of the stories can be completed individually and totally independent from the others. To get to the eighth story, you must complete or know the passwords that are provided upon completion of the other seven. This game is *not* your typical **Infocom** interactive fiction. **Infocom** is branching out into new areas and this is one of them.

Some new game play concepts appear in this game that may appear in other new games from Infocom. Mapping is easier because of a "Status" line at the top of the screen which displays the places to which you can move. Play is also accelerated by removal of the "Examine Item" command. Now, you simply enter the name of the object to obtain details about it. A big plus with this game is that hints are readily available when you need them (and you will need them). Enter "Hint" or "Help" and the game display will be replaced with a list of subjects relating to objects you must use in completing a task and gaining points to carry on.

Welcome To Punster

The stories take place in the fictional town of PUNSTER. You have arrived to rescue this town from the verbal abuse to which it is victim.

"Go To The Shopping Bizarre": This story involves a shopping trip to the grocery store. You go to various aisles in the store substituting new words for the descriptions or names of the various items you find. Most of this is quite easy, except for the fellow in the cereal section and the final end of the story task. Remember, once an item is changed to something else, it can be changed back by entering what it was.

"Play Jacks": This story takes place at the house that Jack built and involves various objects with "jack" in their name. The house is almost bare inside except for a contraption that is somewhat like a very large Swiss Army knife. Note that almost everything on it has the syllable "jack" as part of its name and that these various items can be quite useful "out in the cold" where there are more problems to solve than inside. Once you determine what these objects are, you must determine how to use them to solve the various problems that exist in the story.

Assume there was a bristly kind of tail on the contraption and pulling it brings some kind of mule/donkey right there before you. Then, you could get on this animal and ride out into the cold forest. That isn't a real puzzle in the story, but it is similar to those in the story.

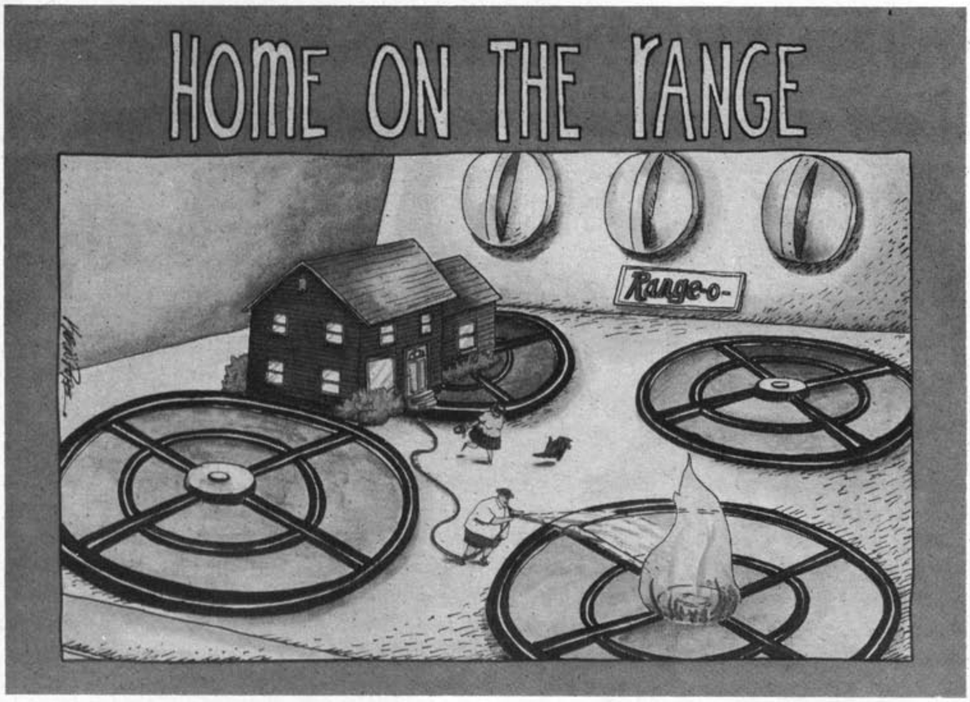
"Buy The Farm": This story takes place at a blighted farm where the resident family can no longer perform even the simplest of tasks. The situation brings to mind common expressions and proverbs. You'll find several barnyard animals such as a tired, old dog and a horse with a nearby trough. Put the phrases to use in the correct order to complete the story.

"Shake A Tower": This story uses spoonerisms such as "munching lobsters" being turned into "lunching mobsters". You'll find lots of these in this story which involves escaping through a strange stand-alone door in the midst of a forest.

"Eat Your Words": In this story you are dining in a very interesting town cafe with a very annoying waitress. You do everything conceivable to get her to leave you alone. Then, you finally get away from her by going in the kitchen, but you go up against the cook who also takes most of what you can feed him. Getting details on each object offers some fairly good clues, but arriving at the correct phrase may not be so easy.

"Act The Part": In this one, you take on the role of an actor in a situation comedy and are required to perform various humorous practical jokes on your brother-in-law. Figuring out the correct gags is somewhat difficult.

"Visit The Manor Of Speaking": This story revolves around a house in which the attic is actually below the other



rooms and these rooms are, in turn, very strange themselves. By finding certain objects in the rooms and using them properly, you will be able to right the house in the correct manner.

"Meet The Mayor": This final story can only be accessed if you have completed the seven stories or know the passwords from them (a coded list is provided at the end of this article). You need to take the official decree to the mayor of Punster to be signed and outlaw the types of word play that got the town into such trouble.

You start off in the town square, do a few things outside, and enter the townhouse wherein the mayor resides. After picking up a six-pack downstairs, you go upstairs and find an interesting bathroom with lots of possibilities. Once you finally get the mayor to sign the decree, you may rest on your laurels. This successfully returns Punster to its normal complacency.

In Conclusion

I can't say that I really liked this Infocom game as much as I have liked their more complete interactive fictions. Though the stories were both funny and challenging, I felt that something was missing. Perhaps, the concept, though good, was difficult to interact with. In a game that is so involved with word play, more ideas come to mind than each individual story can handle. Sometimes, there was an excellent comeback to an unused twist of wording or phase, but too often my input went unnoticed.

Also, having eight separate stories has both its advantages (short and relatively easy to complete) and its disadvantages (losing flow and continuity). However, this game can probably serve quite well in an educational environment to "teach" about the various ways in which words can be used. Various types of word play could be discussed before the story is attempted, making the story much funnier and less frustrating.

Password, Please

THE PASS KEYS (Coded in ASCII decimal equivalent)

Shopping Bizarre:
83/85/80/69/82/83/65/86/69/82

Play Jacks:
74/65/67/75/83/84/69/82

Buy the Farm:
83/79/68/66/85/83/84/69/82

Eat Your Words:
83/65/84/73/83/70/73/69/68
67/85/83/84/79/77/69/82

Act the Part:
75/73/78/71/79/70 67/79/77/69/68/89

Visit the Manor:
72/79/78/79/82/69/68/71/85/69/83/84

Shake a Tower:
75/73/78/75/69/82/73/78/71/67/79/78/71

A Sample of the Type of Wordplay Found in Nord & Bert Couldn't Make Head or Tail of It.

Titans of the Computer Gaming World

vice have been previously banned, but notice of the pending ban was given through Microprose's European distributors and the company did not have time to reply within the 30-day appeal limit. With the opening of the London office, Microprose did receive sufficient notice with respect to Gunship. A press conference was held in May in Munich and a full hearing is scheduled for October 1. It is interesting to note that the law was aimed at movies and passive media. No challenge has heretofore been made with respect to computer software and the censorship issue may prove to be an interesting legal conundrum.

Any banning requires a youth agency to bring the complaint. Several rumors in the computer industry attribute such complaints to Microprose's former European distributors. However, company officials were unfamiliar with such rumors and doubt the veracity thereof, but it does make for an interesting scenario.

Games People Play

Granted that Microprose is a major player in the computer entertainment field, what sort of busman's holiday do the principals enjoy? Sid Meier's favorite in-house design is "the latest one." In terms of other company's designs, he enjoys *Seven Cities of Gold, Pole Position,* and *The Sentry*. He is a dedicated board gamer, as well. Bill Stealey's favorite in-house effort is *Silent Service*. Outside designs he enjoys are *Beachhead, Leader Board, Hardball,* and especially, *Star Raiders*. Also, he is a sports enthusiast.

A Tip of the Hat to the Micro"Pros"

Microprose considers itself #1 in combat simulations, in the top 3 of overall simulations, and in the top 5 of computer entertainment companies. Note that Microsoft/subLogic still hold a lead due to *Flight Simulator II*, but there have been no recent mega-sellers.

Microprose has come a long way from its beginnings as an Atari user group. If they continue to add new spice to the computer gaming world, they will continue to mature into the "Micro-Professionals" that Bill Stealey has always envisioned.

The adventure begins.

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THREE-SIXTY

Taking A Peek

Continued from page 6

by robbers, traffic, motorcycles, tricycles, gratings, curbs, dogs, exhaustion and more. Players try to deliver their papers to their regular customers (the yellow houses), but accomplishing this is harder than "collecting" is for the real "paperboys" of the world. C-64 ($34.95). Circle Reader Service #77.

Polarware
521 Hamilton Street
P.O. Box 311
Geneva, IL 60134

THE SESAME STREET CRAYON: Three new offerings in Polarware's computer coloring book series have just been released. Licensed from the popular "Sesame Street" television series, these include "Letters for You" (with Big Bird), "Numbers Count" (with The Count), and "Opposites Attract" (with Ernie and Bert). There are thirty pictures on each disk, as well as the capacity to print picture calendars and pictures in color. Children need only "point and click" in order to choose colors and fill-in the pictures. Apple ($19.95). Circle Reader Service #78.

THE SPY'S ADVENTURES IN SOUTH AMERICA: Dr. Xavier Tortion (X. Tortion), the jewel smuggler, international thief, and terrorist, is at it again. The player's mission, as Agent H2O, is to find the exact whereabouts of Dr. X and recover as many stolen gems as possible. This entire series is fantastic as a learning game for the entire family. Apple ($17.95), IBM ($19.95). Circle Reader Service #79.

CONVERSIONS RECEIVED



For the Apple II:

Lightning EAMON (Shever Software)
World Class Leader Board (Access)

For the Apple IIGS:

Printix (Data Transforms)

For the Atari 8-bit:

Guild of Thieves (Firebird)
Spitfire 40 (Avalon Hill)

For the Atari ST:

The Advanced OCP Art Studio (Firebird)
Music Construction Set (Electronic Arts)
Tracker (Firebird)

For the IBM:

Defender of the Crown (Mstr Desgr Cinemaware)

Shadowgate

(Continued from page 41)

more, there are a few marked exits that are there to either kill or confuse you, so be careful and save the game a lot.

- Dropping the guards? Two different items can disable the guard near the well. Both are missile weapons.
- Mirror image? You can find what you need to break the magic mirror, but you will have to look in the dragon's room. You cannot kill the dragon, but you can rob him blind! Get the shield, first. Then, you can pick up three more items before the shield melts through. If you find you have to drop something to fit the shield into inventory, do it in another room. Otherwise, you will have to use one of those three chances to pick it up again.
- Rope a dope? It is not as hard to get the magic rope to obey as you would initially think. Talk to it. Read the handwriting on the wall!
- Sphinx bombs? Since the room randomly generates items to ask you for, it is profitable to save the game just before you go in to be sure you will be asked for something you can find easily. If not, you can enter the room, again after restoring the game. Among the items it might ask for are the broom and the map you find in the library.
- Be observatory? Look carefully at everything in this room. It is easy to overlook a crucial item.
- Wolfman shaft? The werewolf guarding the golden spike is a pretty standard issue. Like most werewolves, he can be killed with silver, but don't try the spear. Even though it is silver-tipped, it will not work.
- Crazy goo? You can get rid of the green goo in the mummy room with the Goo-Gone you will find in the room with the magic rope. Of course, if you don't open the goo sarcophagus, you won't have to bother with the stuff at all.
- Stop and scroll? Always read each scroll immediately. However, you should always save the game before actually "Operate"ing any scrolls, to avoid wasting them in the wrong situations.
- Pure sparks and banshee free? The banshee can only be banished by a special torch. Don't make the mistake of using it before you need it.
- Sphere of icing? You can free the ice sphere from the lake by "Operate"ing your torch on the frozen water. You will need to use the sphere more than once.

Tome Of Truth (The reviewer's personal recommendation)

Shadowgate is an excellent product. It is a welcome addition to any Mac owner's game library. ICOM has done a great service by designing icon-based adventure games and it is to be hoped that icon-based games will catch on with other computer systems. They belong on every computer screen because they speed up the flow of the game and make the experience so much more pleasurable.

A BUYER'S GUIDE TO JOYSTICKS AND MICE

(Continued from page 37)

witches. Both joysticks offer a lightweight construction and smooth feel, but the *Tac5* offers a lifetime warranty (subject to a few relatively standard conditions) because the array of switches should keep the controller from wearing out as fast as conventional contact switches. **Suncom**, 260 Holbrook Dr., Wheeling, IL 60090, (312) 459-8000. Circle Reader Service #6.

An Epyx Moment

The *Epyx 500XJ* is an ergonomically designed joystick which is available for Apple ($39.95), Atari and Commodore ($19.95), IBM ($39.95), and Nintendo ($24.95). The Atari and Commodore use four switches in the base and one in the fire button, but the Apple and IBM models are potentiometer based with two microswitches in the fire button. This design makes for smooth cursor movement and the curvature of the base keeps gamer's hands from getting tired. **Epyx**, 600 Galveston Drive, P.O. Box 8020, Redwood City, CA 94063, (415) 366-0606. Circle Reader Service #7.

A Flightstick of Angles

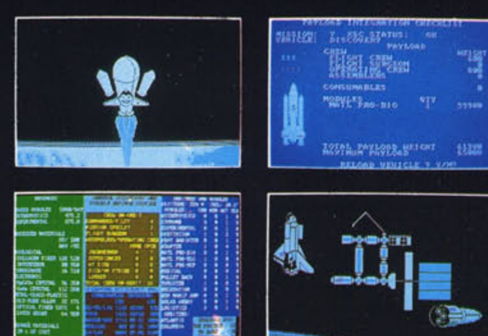
Apple II and IBM PC owners who enjoy *Flight Simulator*, *Jet*, and *Chuck Yeager's Advanced Flight Trainer* may be interested in **CH Products'** new *Flightstick* (Apple $74.95, IBM $79.95). The IBM model has a thumbwheel control which can act as a throttle control for flight simulations (eliminating the need for a second joystick) and as a "third axis" control for three dimensional computer aided design software. The use of a potentiometer rather than contact switches allows total 360 degree cursor control. **CH Products**, 1225 Stone Drive, San Marcos, CA 92069, (619) 744-8546. Circle Reader Service # 8.



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Reader Input Device

RID 41 (Card at p. 8)

On this page, a number of games and articles are listed for evaluation, as well as some general interest questions. Please consider PRESENTATION (graphics, sound, packaging and documentation); GAME DESIGN (design, playability and level of interest); and LIFE (does the game wear well?). Please rate each game you have played and article you have read from 1 (terrible) through 9 (outstanding). In the "Comments" space, please answer the general interest question and/or feel free to write a letter to the editor (in which case, please include your name and home town).

Games

1. Gettysburg (SSI)
2. Wargame Construction Set (SSI)
3. Gunship (MicPr)
4. Chessmaster (SftTWks)
5. Decision in Desert (MicPr)
6. Mech Brigade (SSI)
7. Battle Antietam (SSI)
8. Crusade Europe (MicPr)
9. War in Russia (SSI)
10. Ultima IV (Orign)
11. Starflight (EA)
12. Might/Magic (NewWrd)
13. Bard's Tale (EA)
14. Bard's Tale II (EA)
15. WC Leader Bd. (Accss)
16. Wizard's Crown (SSI)
17. Questron (SSI)
19. Defender of the Crown (MDCin)
20. Into Eagles Nest (Mdsc)
21. PHM Pegasus (EA)
22. Battle of Chickamauga (GDW)
23. Darkhorn (AH)
24. Cauldron (Brdrbnd)
25. Lurking Horror (Infcm)
26. Stationfall (Infcm)
27. Street Spts. Baseball (Epx)
28. Russia (SSG)
29. Pirates (MicPr)
30. Rebel Charge Chick. (SSI)
31. Anc. Art of War/Sea (Brdbd)
32. E.O.S. (EA)
33. Guderian (AH)
34. The Eternal Dagger (SSI)
35. NBA (AH)
36. War So. Pac. (SSI)
37. Legacy of Ancients (EA)

Articles

38. Wizardry IV Review
39. Make Your Own Murder
40. Titans
41. Buyer's Guide
42. Stationfall Tips
43. On The Uproll
44. Hardware Survey
45. Borodino Rev.
46. Shadowgate Rev.
47. Deep Space Rev.
48. Leisure Suit Larry Rev.
49. Nord and Bert Review

General Interest

50. What is your age?
51. What is your sex?
52. What is your annual income? (Select one:) a) Under $10,000; b) $10,000-$15,000; c) $15,000-$20,000; d) $20,000-$25,000; e) $25,000-30,000; f) 30,000-$35,000; or g) $35,000+.
53. What percentage of your computer games do you purchase by mailorder?
54. Do you perceive reviews in CGW as being: a) too critical, b) slightly too critical, c) just about right, d) not critical enough, or e) cheerleading.

Wizardry IV *(Continued from page 11)*

they can.) It would certainly be unnecessary cruelty (not to mention, extremely poor design), for such items to be "one-chance" only. You would have to replay the game from the very beginning to obtain the item or items. Hence, the "resurrections" of the adventurers.

However, I think this could have been handled a little better. I didn't so much mind them coming back after leaving a level, but it seemed to me that having them return on a restore was a bit much. It almost (but not quite) turns "finite" into "infinite," and adds a little extra frustration to a game that is already difficult enough in its own right. Having the adventurers stay "dead," restore or no, until you've left the level by going up or down, would have been a better way of doing things.

Another annoying factor was the constant disk access during combat. There is a lot of combat. Thus, when you figure that Werdna may have approximately twenty monsters with him (all of them doing something), plus the adventurers (all of them doing something), it adds up to a lot of disk action, far too much. The most aggravating occurrence happens when you have whittled a team down to one member with only a handful of hit points left. You still have to go through an entire combat round, even though the first hit or spell will put him down, which makes for even more access. Grrrrr. Make sure your drives are in good shape before playing!

The dungeon has the same dreary old Wizardry graphics: line-drawn walls,floors, and doors; no color, no detail. Only the adventurer pictures,and some special displays, bring any color to the game. However, the adventurer pictures, although not animated, are well-done, and there are several different displays for each adventurer type (fighter, priest, thief, etc.) which change as you go up the levels, a nice touch.

In spite of all that, Wizardry IV is definitely worth playing. The flaws noted above are more irritations than drawbacks and they do not really detract from the overall playability of the game. They just make things a bit more difficult than is, perhaps, necessary.

Knowledge of the Wizardry series is critical to solving the game. In fact, if you have never played Wizardry I (Proving Grounds) or if you don't know someone who has, I can practically guarantee that you will never finish this game. Time to dust off all those old Wizardry notes!



The Start of the Game: Werdna on His Bier

A Graveyard Smash

Knowledge of the various Wizardry monsters is also important, although not crucial, as you can use experimentation to determine their qualities. You will obviously need to become familiar with those, since "team management" (including proper selection of monsters) is one of the keys to winning the game.

In general, there is no "one right mix" of monster groups per level. Some combinations will, of course, be more effective than others. Monsters that are strictly fighter-types (Garian Raiders, for example) are best avoided. You want allies that can affect more than one person at a time. Creatures with breath weapons and/or spell-casting abilities should be high on your summoning list.

Likewise, those that can gate in more monsters ("A creeping coin calls for help . . . one monster appears") are also very good to have along because they are practically self-renewing. The only drawback to these summoners is they might decide to do it at a time when you'd rather they fight.

Undead have some interesting abilities, level-drain in particular, and many can cast spells. However, they also tend to be susceptible to Zilwan and Dispel, which can be a considerable problem at times, especially when you're up against high-level priests and bishops.

Don't overlook monsters with priest spells. This is especially important on the early levels when Werdna has few hit points. If he takes damage, there is a good chance that one or more of the priest-types will cast healing spells on him. Of course, they also have the ever-popular Montino spell up their sleeves.

Most of all, you want *lots* of monsters. With three groups, Werdna is in the fourth rank and safely away from physical (although not magical) harm.If one or more of the monster groups is totally wiped out during combat, Werdna is suddenly up front, a very unhealthy place for him to be. Thus, the more monsters the adventurers have to kill, the less likely Werdna will find himself in unpleasant circumstances.

Since you never know how many monsters will answer your summons, it is wise to have the status display on before you step on the pentagram. If you don't like the numbers (for instance, you only conjured one of each type), just camp out on the pentagram and uncamp again. Do this until you are satisfied with the number of each monster type.

Combat techniques are something you must work out for yourself, considering you have no control over your "companions". They make their own decisions with regard to to casting spells (and which ones), using breath weapons, summoning more monsters, physically attacking, or even running

away (yes, some of them will do that, so be prepared). They help you out, but only on their own terms.

Mron This Later

Always buy a clue from the Oracle of Mron when you can afford it. While vague,they can eventually be figured out and will provide many important hints to solving the puzzles in the game. Try to save the game every time you've bought a few clues. That way, since they always come up in the same order, you won't have to buy the same ones over again if you should get killed later on.

Map every level completely, and I mean completely. Don't skip anything and don't take anything for granted. Pay careful attention to messages, special displays, and what teams or adventurers carry which items, as well as descriptions of those items.

Try not to stay too long in any one area. The longer you hang out there, the better chance Trebor has of getting you, and he is unstoppable. If you hear him calling your name, make tracks for elsewhere, quickly.

The first couple of levels are fairly simple and straightforward. This is deliberate in order to give you a chance to learn how to handle yourself as Werdna, experiment with monster combinations, and get an overall feel for the game. Take advantage of this. You will be glad you did, when things get much tougher later on.

Also, be on the lookout for the many in-jokes and puns (*awful* puns!) in the game. While they may not, in most cases, actually advance you toward the solution, they do add a certain flavor to playing.

About the actual puzzles in the game, I'm not saying anything in public. Not this time. Wizardry IV is unique. It was specifically constructed to be a challenge to a particular group and to provide certain rewards for those who solve it.

On the other hand, no one is perfect, and there is nothing like this game for showing up mental blocks, blind spots, and egoism. Even the beta-testers, some of the best game players in the country, tripped up somewhere (myself included), and needed a gentle nudge (after which, there were a lot of heads banging against the wall).

So, hints by mail I will gladly give, but absolutely *no* answers! Uh-uh. This time, you will have to do it all on your own (just about), because this is where we separate the Wizardry players from the Wizardry Masters and Grandmasters. It is up to you to prove just how good you are. Good luck, and I hope you don't forget anything!

Bottom line: Unique, and not to be missed!

Game Ratings

Heavy interest in the Eastern Front of World War II continues to be evident as SSG's "Russia" penetrated the Strategic Top Ten with a 7.59 rating, "Kampfgruppe" held onto the second position, and the venerable "War In Russia" withdrew quietly to a respectable thirteenth position. "Wargame Construction Set" and "Defender of the Crown" are also bivouacked comfortably in the top ten. "Defender" apparently rose up from the 23rd slot by virtue of positive response to the C-64 conversion.

On the adventure side, the mist, magic and mystery seem to have evaporated into a mundane status quo. The only real movement took place in the top ten as "Bard's Tale II" received a slightly greater ovation from its audience than the older software melody was granted from its patrons. Expect a future shake-up in this list, however, as "Ultima V" and "Wizardry IV" reach our readership. Watch this space to see who will win the marketing duel arcane between these products.

Strategy Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Gettysburg	SSI	Ap,At,C,I	5	45	7.92
Kampfgruppe	SSI	Many	10	96	7.71
Gunship	MicPr	Am,C,I	3	43	7.64
Wargame Const. Set	SSI	At,C	1	20	7.60
Russia	SSG	Ap,C	1	22	7.59
M.U.L.E.	EA	C,At	18	77	7.44
Chessmaster 2000	EA	Many	6	40	7.36
Mech Brigade	SSI	C,Ap	9	59	7.34
Decision in Desert	MicPr	C,At	6	40	7.33
Defender of Crown	MstDes	Am,C,I	4	29	7.30
Battle of Antietam	SSI	C,Ap,At	7	45	7.28
Crusade in Europe	MicPr	C,Ap,At	4	84	7.24
War in Russia	SSI	Ap,At	9	64	7.24
War in So. Pac.	SSI	Ap,C	1	20	7.22
Seven Cities Gold	EA	Many	7	118	7.20
Battlefront	SSG	Ap	5	34	7.19
Battlecruiser	SSI	Ap,At,C	2	26	7.19
Carriers at War	SSG	C,Ap	4	81	7.17
Europe Ablaze	SSG	C,Ap	6	33	7.17
Ancient Art of War	Brodr	I,M	7	33	7.13
Reach for Stars	SSG	C,Ap	4	50	7.12
Battlegroup	SSI	C,Ap	3	37	7.11
Combat Leader	SSI	C,At	5	56	7.11
Computer Baseball	SSI	Many	6	36	7.10
Micro Lg Baseball	MicLg	Many	3	84	7.09
Heart of Africa	EA	C	3	27	7.09
Star Fleet I	Intstel	Ap,At,C,I	5	38	7.08
Balance of Power	Mndscp	M,I,Am,Ap	4	28	7.07
Colonial Conquest	SSI	C,At,ST	3	60	7.07
Oper Mkt Garden	SSI	C,Ap,At	4	58	7.06
Under Fire	AH	Ap	6	23	7.06
Silent Service	MicPr	C,At	6	108	7.06
3-in-1 Football	Hafner	C,Ap,I	2	20	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
Flight Sim II	SubLg	C,Ap,At,I	6	84	7.03
Conflict in Vietnam	MicPr	C,At	4	20	6.96
Warship	SSI	Ap,At,C	2	42	6.96
Breakthru Ardennes	SSI	C,Ap,At	3	44	6.95
Lords of Conquest	EA	Ap,At,C	3	42	6.93
Field of Fire	SSI	C,At	5	67	6.93
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
NAM	SSI	C,Ap,At	3	24	6.88
Ace of Aces	Accld	C	1	28	6.86
Cosmic Balance	SSI	C,Ap,At	5	84	6.83
Bomb Alley	SSI	Ap	4	32	6.82
Eastern Front	APX	At	4	61	6.81
Roadwar 2000	SSI	Ap,C	3	34	6.80
Computer Ambush	SSI	C,Ap,At	6	49	6.78
Gato	SpHb	Ap,I,M	3	79	6.77
Gulf Strike	AH	At	4	33	6.75

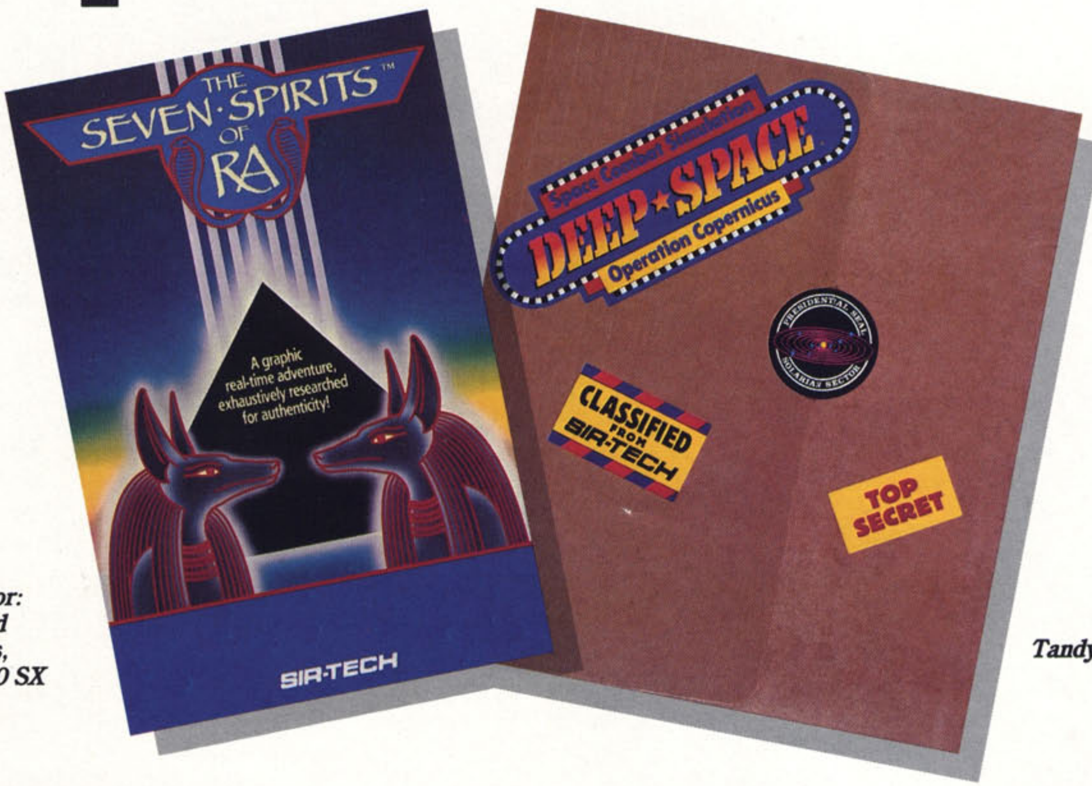
Adventure/Action Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Ultima IV	Orign	C,Ap,At	7	94	7.91
Wizardry I	SirTc	Ap,I	20	72	7.69
Starflight	EA	I	6	30	7.68
Might and Magic	NewWrd	Ap	3	26	7.66
Bard's Tale II	EA	Ap,C	3	48	7.65
Bard's Tale	EA	C,Ap	7	76	7.61
Ultima III	Orign	Many	14	105	7.55
WC Leader Board	Accss	C	1	22	7.36
Wizard's Crown	SSI	C,Ap	6	55	7.26
Spellbreaker	Infcm	Many	4	25	7.25
F-15 Strike Egl	MicPr	Many	5	140	7.21
Knight of Diamonds	SirTc	Ap	11	53	7.19
Legacy of Llygamyn	SirTc	Ap,I	7	58	7.18
Phantasie	SSI	C,Ap	9	70	7.15
Borrowed Time	Actvsn		1	27	7.15
Archon I	EA	Many	10	98	7.14
One on One	EA	Many	7	74	7.13
Questron	SSI	C,Ap,At	5	97	7.13
Elite	Fireb	C,Ap	5	45	7.10
Zork Series	Infcm	Many	7	122	7.09
Pinball Const. Set	EA	Many	4	47	7.08
Lode Runner	Brbund	Many	6	60	7.07
Sorcerer	Infcm	Many	5	58	7.07
Phantasie II	SSI	Ap,C	3	33	7.11
Enchanter	Infcm	Many	4	45	7.02
Ultima II	Orign	Ap	8	61	7.00
Leather Goddesses	Inf	Many	2	31	6.98
Winter Games	Epyx	Many	1	37	6.97
Ultima I	Orign	Ap	2	48	6.96
Auto Duel	Orign	Ap	2	31	6.95
Moebius	Orign	Many	1	21	6.95
Deadline	Infcm	Ap,At,I	3	44	6.94
Rogue	Epyx	Many	1	26	6.92
Galactic Advntres	SSI	Ap,At	4	35	6.90
King's Quest II	Sierra	Ap, I	3	20	6.88
Hitchhiker's Guide	Infcm	Many	4	108	6.86
Planetfall	Infcm	Many	3	51	6.86
Trinity	Infcm	Many	1	22	6.82
Summer Games	Epyx	Many	2	35	6.79
Wishbringer	Infcm	Many	3	36	6.79
Racing Dest Set	EA	C	3	49	6.78
Marble Madness	EA	Many	2	20	6.71
Phantasie III	SSI	Many	1	20	6.70
Hardball	Accld	C,Ap	7	43	6.69
Ballblazer	Epyx	At,C	3	66	6.68
Adventure Con. Set	EA	Many	4	49	6.64
Archon II	EA	C,Ap,At	4	76	6.64
Karateka	Brodr	C,Ap,At	3	79	6.64
Suspended	Infcm	At,Ap,I	6	61	6.63
World Karate Chship	Epyx	Many	1	23	6.57

Challenging Missions:

From a mythological past

To a dangerous future



Available for: IBM PC and compatibles, Tandy 1000 SX & EX.

Available for: IBM PC and compatibles, Tandy 1000 SX & EX, C64/128 and Apple II Series.

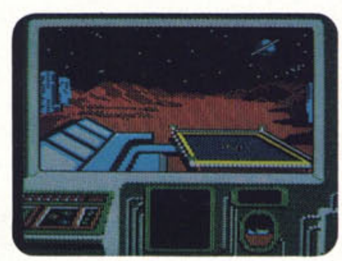


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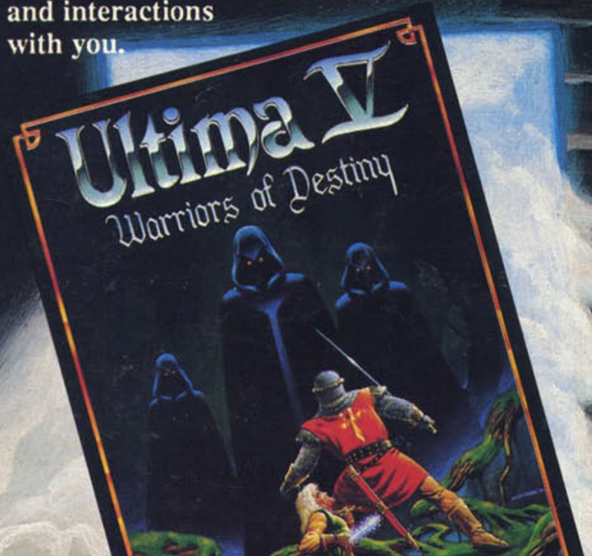
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More than two years in the making, Warriors of Destiny sets the new standard for role-playing games. No other game can offer you as beautifully detailed a world or as exciting an adventure. Ultima V is the game for all role-playing gamers: Warriors of Destiny will enchant the novice and challenge the expert.

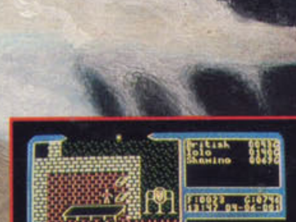
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- Powerful new combat and magic systems, increasing in sophistication as your skill increases.
- Over twice the graphic detail, animation and sound effects of earlier games.
- Hundreds of truly life-like people who can carry on complex conversations and interactions with you.









Screen displays shown from the Apple™. Others may vary. Allows the use of Ultima IV characters. No previous Ultima experience required.

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